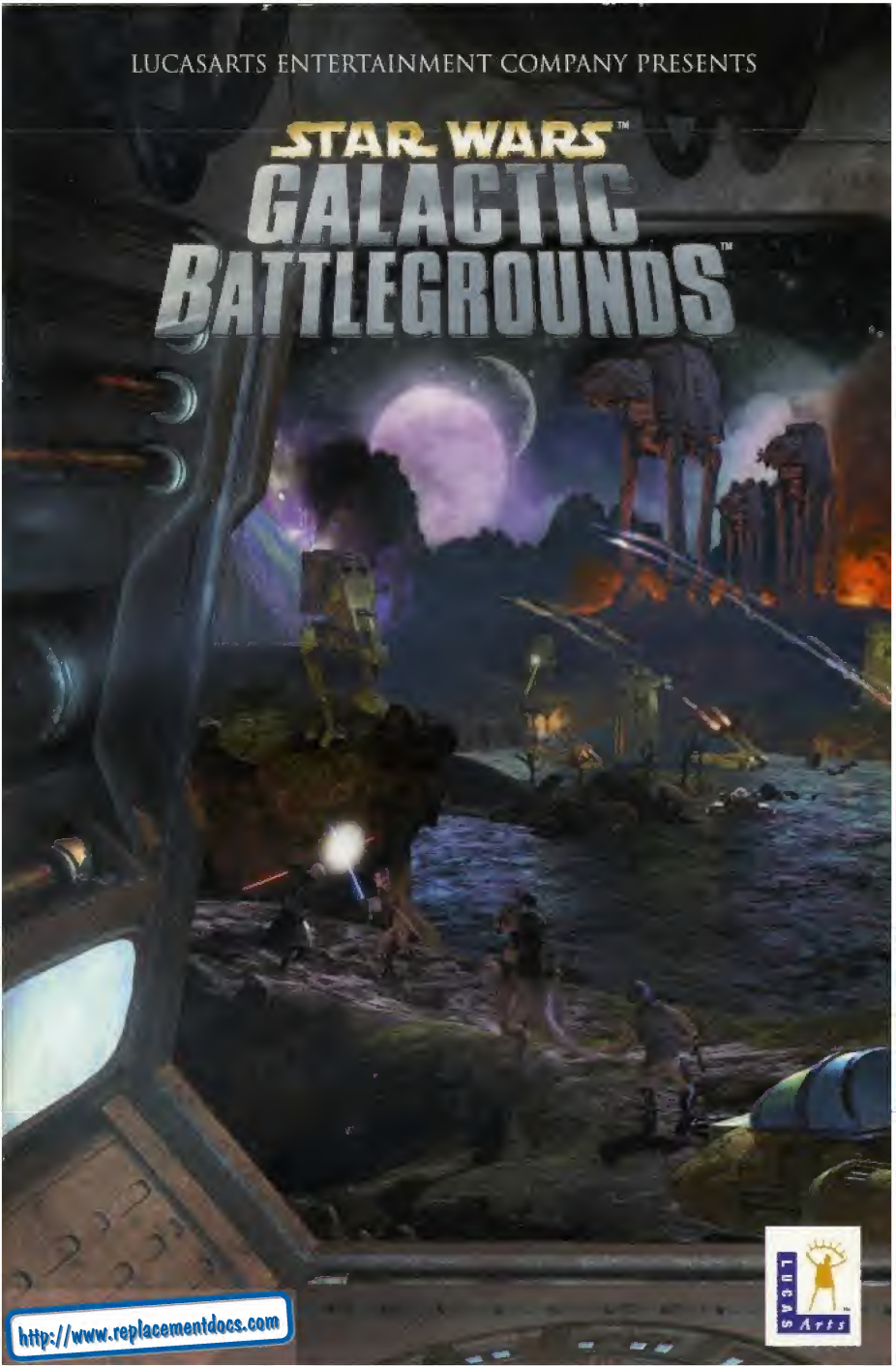


LUCASARTS ENTERTAINMENT COMPANY PRESENTS

# STAR WARS™ GALACTIC BATTLEFIELDS™



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## SECTION I: GETTING STARTED

Welcome to your personal instruction manual to *Star Wars™ Galactic Battlegrounds™*. Whether or not you're experienced with real-time strategy games such as *Star Wars Galactic Battlegrounds*, it will be worth your while to familiarise yourself with this manual—it details all that you'll need to know before you can successfully command one of the *Star Wars* galaxy's six most powerful civilisations. This manual is designed so that it may either be read straight through, or consulted for reference.

### INSTALLING THE GAME

Insert the *Star Wars Galactic Battlegrounds* Install CD-ROM into your CD-ROM drive and follow the on-screen instructions. If the setup process does not begin automatically or if you experience any other problems, please consult the Troubleshooting Guide on the CD-ROM.

Insert the Play CD-ROM once installation is complete. The first time you play *Star Wars Galactic Battlegrounds*, you'll be prompted to enter a player name. This will be used to store your preferred gameplay options and record your progress in the game's campaigns.

### QUICK START

To quickly learn the basics of *Star Wars Galactic Battlegrounds*, choose the Basic Training option from the Main Menu screen. In this learning campaign, you'll join Attichituk, the father of the Wookiee hero Chewbacca, and will be introduced to many of the most important aspects of commanding your forces, building your base, and engaging in battle. For best results, complete Attichituk's scenarios in order. Players familiar with *Age of Empires® II: The Age of Kings™* should start on the fifth tutorial.

### A WORD TO AGE OF EMPIRES II PLAYERS

If you're experienced with *Age of Empires* games, you'll feel right at home with *Star Wars Galactic Battlegrounds*—it adopts the winning technology of the *Age of Empires* games and introduces a slew of new and enhanced features, some of which you'll learn about in the fifth Basic Training scenario. *Star Wars Galactic Battlegrounds* uses many of the same interface elements, keyboard hot keys, gameplay modes, and controls as seen most recently in *Age of Empires II*. However, the world of *Star Wars Galactic Battlegrounds* is a very different place, filled with many new units, new technologies, and new strategies. These are some of the key differences between *Star Wars Galactic Battlegrounds* and *Age of Empires* games:

- Six distinct playable *Star Wars* civilisations.
- Authentically detailed *Star Wars* settings, such as Yavin and Dagobah.
- An even larger technology tree.
- Air units, and anti-air units, in addition to ground and sea units.
- Advanced technologies, such as stealth, detection, shielding, and power.
- Dozens of new units such as lightsaber-wielding Jedi and Sith Knights—and Bounty Hunters to use against them!
- Legendary characters such as Darth Vader, Princess Leia, Chewbacca, Han Solo and many more.



## THE MAIN MENU

After the introductory sequences when you first load *Star Wars Galactic Battlegrounds*, you will be presented with a Main Menu screen that gives you access to all the game's various modes of play and other features. Additional information about all these options appears in the right-hand portion of the screen when you float your mouse cursor over each option. By highlighting and left-clicking on the corresponding sections of the menu, you may access the following features:



- **Basic Training:** A learning campaign featuring Chewbacca's father, Attichitcuk, will guide you through the basics of playing the game.
- **DataBank:** An encyclopedia of information about the *Star Wars* universe in general, and about the various civilisations, settings, characters, and technology featured in *Star Wars Galactic Battlegrounds* in particular.
- **Single Player:** Engage in various modes of play against the computer including the robust Standard Game option, the story-driven Campaign Game option, and the Custom Scenario option. For more information on the modes of play, refer to page 16.
- **Multiplayer:** Select this option if you wish to play *Star Wars Galactic Battlegrounds* with a friend, or a group of friends, and optional computer-controlled opponents, over LAN, direct TCP/IP, serial, or modem connections. See page 55 for details.
- **Zone.com™:** Play *Star Wars Galactic Battlegrounds* online versus other human players and optional computer-controlled opponents for example over the MSN™ Gaming Zone.
- **Options:** You can set various parameters for *Star Wars Galactic Battlegrounds*, including screen resolution, graphical detail, sound volume, scroll speed, mouse controls, and more. You can also customise keyboard hot keys and add, change, or delete player names.
- **Scenario Editor:** Create your very own *Star Wars* battles in the Scenario Editor, a powerful tool that's suitable for beginners and expert mapmakers alike. You can even link multiple scenarios together using the Custom Campaign Editor. For more information on the Scenario Editor, consult page 19.
- **Exit:** Return to your operating system with this option, when you're finished playing a session of *Star Wars Galactic Battlegrounds*.

## CONVENTIONS WITHIN THIS MANUAL

You control *Star Wars Galactic Battlegrounds* primarily by using your mouse. When this manual refers to "clicking" or to "selecting" an object, it is referring to moving the mouse pointer onto that object and pressing the left mouse button. "Right-clicking," or pressing the right mouse button, will likewise be denoted as such.

## CONVENTIONS WITHIN THE GAME

*Star Wars Galactic Battlegrounds* provides extensive contextual information on virtually everything within the game. When in doubt, take note of the details that pop up whenever you float your mouse pointer over anything of interest within the game. Activate the online Help (click the Question Mark icon next to the Mini-Map) to remind you of important game functions, of keyboard hot keys you can use instead of the mouse, and of vital statistics about your economy and your military.

The rest of this guide manual details many of the specifics of *Star Wars Galactic Battlegrounds*. Read on to learn more about how to lead your forces to victory.

## SECTION II: HOW TO PLAY A STANDARD GAME

*Star Wars Galactic Battlegrounds* lets you command the Galactic Empire, the Rebel Alliance, and four other powerful civilisations in battle against each other, from a strategic vantage point. Each civilisation has particular strengths that you'll learn about in this guide and also discover during confrontation. Though radically different in philosophies and appearances, each civilisation ultimately has similar aspirations—to become the greatest civilisation in the galaxy. There are different means to this end. A civilisation may wage all-out war against its rivals by building up its forces, researching powerful military technology, and using these to vanquish its foes. A civilisation may claim cultural superiority by focusing on science instead of military might, and by using its collected riches to erect a mighty Monument in its own name—a Monument that would humble any would-be rivals. A civilisation may also succeed by sweeping the planetary surface and claiming all of its priceless Holocron artifacts. For more details about each of the civilisations and on victory conditions, refer to pages 14 and 18.

### STARTING A SKIRMISH

To begin playing *Star Wars Galactic Battlegrounds* right away, try a Standard Game. Standard Games take place on randomly generated terrains by default, and thus always provide a different experience.

To start a Standard Game, select Single Player from the Main Menu, then select Standard Game. For now, just click the Start button to jump right in—but later, you'll want to take the time to explore the many ways in which you can modify the Standard Game settings. Refer to Standard Game Types on page 17 for more information.

### PLAYING THE GAME

**NOTE:** Be sure to turn Help on (click the Question Mark icon). This makes additional information appear onscreen when you float the mouse over interface features and units.

In a typical Standard Game, you begin at Tech Level 1 (in which the technology available to you is very limited) with a Command Centre, a handful of worker units, and a Scout Mech. These meager forces must help you make the first steps towards your goal of expanding your civilisation and eventually defeating any hostile civilisations in the area.





Initially, much of the Mini-Map will be covered in black—this represents your lack of reconnaissance data on your surroundings. You must scout the terrain, and begin gathering resources—food and carbon, and later also nova crystals and ore—which you'll use to build structures and units, and to research new technologies. This in turn lets you advance through the four Tech Levels, which grant you access to even more new technology, new units, and new facilities. Eventually, you'll be prepared to attack your opponents with the armies you've amassed, or to defend yourself against theirs.

As soon as the game begins, it's wise to send off your Scout Mech to explore the nearby territory, and to locate valuable resources in the immediate vicinity.

To scroll your view of the map, simply move your mouse pointer to the edge of the screen in the direction you wish to scroll. Alternately, you may use the keyboard **ARROW** keys to scroll. Scroll speed may be adjusted to your preference in the Options screen from the game's Main Menu.

To move a single unit, simply click on it, then right-click on its point of destination. It will acknowledge your order and proceed to the new location as quickly as possible. Try moving your Scout Mech around the outskirts of your base.

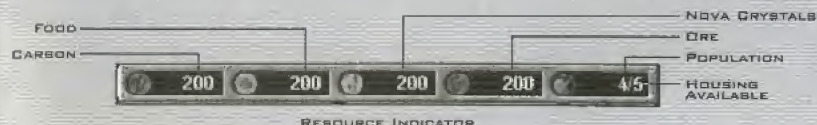
To move a group of units, press and hold the left mouse button and drag a box around the units you wish to move. Let go of the mouse button to select them all. Additional units may be added to a group by holding the **SHIFT** key and clicking on the additional units. Once you have selected a group, right-click a point on the map to order the group to move there. Groups will automatically array themselves into logical formations—that is, more vulnerable units will typically place themselves behind sturdier units—and groups will always move at the rate of their slowest unit.

## THE FOUR RESOURCES

There are four resources that you will need to gather in *Star Wars Galactic Battlegrounds*: carbon, food, nova crystals, and ore. Initially, be on the lookout for trees or rocklike carbon deposits, which your workers can extract carbon from; and berry bushes and animals such as nerfs and banthas, which provide food.

**TIP:** THOUGH WORKERS CAN OPTIONALLY KILL DOCILE CREATURES LIKE NERFS AND BANTHAS AND QUICKLY EXTRACT A SUPPLY OF FOOD FROM THEIR BODIES, LIVE CREATURES CAN ALSO PROVIDE A CONTINUOUS SOURCE OF FOOD BY BEING GARRISONED IN AN ANIMAL NURSERY—YOU'LL BUILD ONE SHORTLY.

Also be sure to take notice of greenish patches of nova crystals, a precious commodity used for the purchase of many advanced units, structures, and technology; and purple patches of ore, which are used mostly for reinforced defensive structures. You don't need to start gathering nova crystals and ore just yet, but your workers will eventually need to mine both of these in addition to gathering carbon and food.



The Resource Indicator tells you how many resources you have stockpiled, your current population and how many units your existing housing will support.

To collect resources, select a worker unit and right-click on the corresponding resource patch. The worker will automatically gather as much of the resource as it can carry, then return the surplus to the nearest storage facility—either your Command Centre, or a dedicated resource processing plant that you have built. The worker will then repeat the process, and continue to do so until the resource supply is entirely exhausted, unless you order it otherwise.

Your few workers won't be enough to sustain your economy. You can build more at the Command Centre.

To build a worker, select the Command Centre and click on the Create Worker button in the lower-left hand area of the interface. Fifty units of food—which feeds the Ugnaughts who in turn build the worker droids inside the Command Centre—will automatically be deducted from your reserves, and production will begin. You'll see a percentage indicator showing the manufacturing progress. Soon, your new worker will be complete, and will appear towards the bottom side of your Command Centre. Select it and get ready to order it to build a structure.



## POPULATION LIMITS

Once you've built your worker, you'll notice you can't build any more. That's because you've reached your population limit—the maximum number of units that your civilisation can sustain. Your civilisation is still very young—your Command Centre supports only five units. Fortunately, inexpensive buildings called Prefab Shelters may be constructed to increase your population limit by five units at a time. (Later, you'll be able to build additional Command Centres, as well as Fortresses that support 20 units.) You must continue to increase your population limit as long as you intend to keep constructing units. Note that the default maximum population for a civilisation is set to 75 units, though, by adjusting the parameters before a scenario, it can be set as high as 200.

To increase your population limit, select a worker, click the Buildings button, and then click the Prefab Shelter button. You'll see a ghost image of your Prefab Shelter appear in place of your pointer, and can then proceed to build the structure by clicking on any unobstructed location. Invalid locations will cause the ghost image to turn red. Once you choose a site for your building, your selected worker will proceed there and begin construction. Other workers can be used to accelerate construction.

**TIP: UNLIKE OTHER CIVILISATIONS, THE TRADE FEDERATION AND ITS ROBOTIC ARMIES HAVE NO NEED FOR PREFAB SHELTERS, AND THUS CANNOT BUILD THEM. THE TRADE FEDERATION STILL CANNOT EXCEED THE POPULATION LIMIT AND CAN ONLY BUILD UP TO IT.**

Your worker may stop to await further orders once your Prefab Shelter is complete. You'll notice this when the Idle Worker button begins flashing next to your Mini-Map. Click on it to centre your view on the idle worker, and prepare to order the worker to build another structure.



## GATHERING FOOD

Food is the most important resource in Tech Level 1. You need it to build more workers, which are vital to your economy. Before using valuable carbon to make Farms, take advantage of hunting, gathering and fishing.

Muja fruit bushes are an invaluable source of food in Tech Level 1. Look for them near your Command Centre. To gather fruit, select a worker and then right-click on a fruit bush.

When the muja fruit bushes have been consumed, you can use your workers for hunting. Be cautious, however, as some animals—rontos, dewbacks, and falumpasets—will attack workers trying to hunt them. Other animals, including eopies, kaadus, cu-pas, and mynocks, will not harm your workers. To hunt an animal, simply select a worker or group of workers and right-click the animal you wish to hunt. It is best to send several workers, as the meat from an animal begins to decay the moment it is killed. More workers will be able to gather the meat faster and make the most of the animal.

Fishing is another good source of food. Select a worker and then right-click on patches of fish that are near the shore.

In all cases, workers will gather food at the location you assigned them until all nearby food runs out. Hunters will kill other nearby animals that are within their line of sight, and fishing workers will move to other patches of fish. Building a Food Processing Centre near a large supply of food, such as muja fruit bushes or animal herds, will greatly increase food production. Note that not all maps have muja fruit bushes or large populations of wild animals. Space maps, for example, may just have a few mynocks.

## BUILDING YOUR BASE

Now you should continue to produce workers and also start to optimise your resource gathering by creating dedicated resource-gathering facilities. An Animal Nursery may be a good place to start—it can really help build your supply of food, and it will also allow you to build Mounted Troopers once you build a Troop Centre.

To construct an Animal Nursery, select a worker, click the Buildings button, and then click the Animal Nursery button. Place the foundation for your Animal Nursery somewhere close to your Command Centre, and shortly, your worker will finish the job.

Now, you'll wish to garrison all your nerfs or banthas in your Animal Nursery, so that they can supply your civilisation with a continuous source of food.

To garrison units in a building, select some units, hold down the ALT key, and right-click on the building. You'll see your banthas or nerfs disappear inside the building. If you now select the Animal Nursery, you'll notice that the Status Area at the bottom of your screen indicates how many creatures you've stored. The more creatures you've stored, the faster your food supply will increase. The food is essential for building new workers.



**TIP: YOU CAN SAFELY GARRISON MOST GROUND UNITS IN MANY TYPES OF STRUCTURES. TRY GARRISONING COMBAT UNITS IN STRUCTURES WITH MILITARY CAPABILITY, SUCH AS TURRETS AND FORTRESSES, TO PROTECT THE UNITS AND ALSO TO INCREASE THE ATTACK POWER OF THE STRUCTURES.**

Now that you're receiving a steady amount of food, you may wish to build a Carbon Processing Centre as close to a large nearby source of carbon as possible. Once construction is complete, your worker will automatically begin gathering the resources. The carbon will let you construct new buildings.

As your surplus of resources begins to grow, and as you continue to produce more workers and more Prefab Shelters to accelerate your economy, you'll also want to begin creating some basic military forces. Begin by ordering a worker to build a Troop Centre.

To construct a Troop Centre, select a worker, click the Military Buildings button, then click the Troop Centre button. Other military buildings will later become available from this menu. Place the foundation for your Troop Centre near your Command Centre, like any other building, and shortly, your worker will complete the facility.

Once it's finished, you can use it to begin producing Trooper Recruits. However, your Troop Centre—and your Animal Nursery, for that matter—are currently unpowered, and are running at just 25 percent of their maximum efficiency. You'll need to provide energy to these facilities before they're to become reasonably productive.



## POWERING UP YOUR BASE

You need to order a worker to build a Power Core next to unpowered structures in order for those structures to begin operating at their maximum capacity. Without a Power Core, buildings operate at 25 percent of their effectiveness. Therefore, creating units, researching upgrades, and gaining food from the Animal Nursery will take 75 percent longer without a Power Core. Though most buildings require a Power Core for maximum efficiency, some do not, including Prefab Shelters, Command Centres, Turrets, Fortresses, Walls, Farms, and AquaHarvesters.

To build a Power Core, select a worker, click the Buildings button, and then click the Power Core button. The ghost image of the Power Core will appear, allowing you to place the structure just like any other—however, note the bluish oval surrounding the Power Core. All your buildings inside this area will be powered by the Power Core once it's built, so try to place it so that it will power both your Animal Nursery and your Troop Centre. There should be plenty of room for additional buildings, too.



Once the Power Core is built, your buildings will be in perfect working condition. The Animal Nursery will provide food faster, and the Troop Centre will produce Troopers more quickly. You can easily see if a building has power once it is built. Powered buildings have glowing green lights, while unpowered buildings have blinking red lights.



## BUILDING YOUR UNITS

Now you're ready to train a Trooper Recruit, a lightly armed and armoured ranged attack soldier. These are vital units for early defence and attack.

To train a Trooper Recruit, select the Troop Centre and click the Trooper Recruit button. The required amount of resources to train a Trooper Recruit will be automatically deducted from your reserves, and training will begin. You may click the button multiple times to queue up multiple Trooper Recruits for production, who will be trained one at a time. You can queue up five units at a time by holding the **SHIFT** key while clicking. To cancel unit production or remove a unit from the queue, simply click its picture in the Status Area at the bottom of the screen; your funds for these cancelled units will be returned in full.



**TIP:** WHEN YOU QUEUE UP MULTIPLE UNITS FOR PRODUCTION, YOU PAY FOR THEM UP FRONT. BE MINDFUL OF THIS—FOR INSTANCE, IF YOUR PRODUCTION FACILITY IS DESTROYED WHEN YOU HAVE UNITS IN THE PRODUCTION QUEUE, THOSE EXTRA RESOURCES WILL BE LOST.

Since you already have an Animal Nursery, you may also train some Mounted Troopers to support your Trooper Recruits. Mounted Troopers have a powerful close-range attack.

## EXPLORING THE MAP

As you grow your military and continue stockpiling resources, take the time to explore your surroundings more fully using your Scout. To explore the map, select your Scout Mech and right-click anywhere in the black areas, either on the main map or on the Mini-Map in the bottom right-hand corner of the screen. Barring any obstacles, your Scout will proceed to that point, revealing the map as it moves.

**TIP:** YOU CAN QUEUE UP MULTIPLE MOVE ORDERS BY SETTING WAY POINTS, BY HOLDING DOWN THE **SHIFT** KEY AND RIGHT-CLICKING. FOR MORE INFORMATION ON WAY POINTS, SEE PAGE 24.

As your Scout uncovers the unrevealed parts of the map but leaves the immediate area, you'll notice a semitransparent fog-of-war will cover that area. This represents a point you've explored, but no longer have detailed information about. You can still see the terrain, but will not know what is going on in that area unless you have a unit or building in the immediate vicinity. For instance, if you happen to discover the position of another civilisation's base, and promptly leave the area, you will only retain a snapshot of this rival's machinations—you will not be able to see his/her every move unless you have units within visual range of the enemy base.



**TIP:** TAKE NOTICE OF HOLOCORNS EARLY ON, WHICH JEDI AND SITH UNITS CAN COLLECT AND RETURN TO THEIR TEMPLES TO GENERATE A CONTINUOUS SUPPLY OF NOVA CRYSTALS.

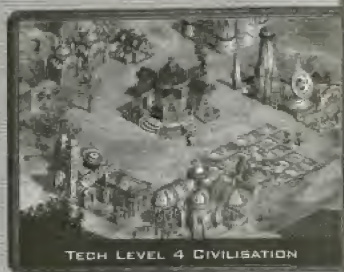


## ADVANCING IN TECH LEVELS

By now you are prepared to advance to the next Tech Level. There are a total of four Tech Levels in *Star Wars Galactic Battlegrounds*, and each successive Tech Level represents a significant technological advantage over its predecessor.

To advance to the next Tech Level, select your Command Centre and click on the Advance to Tech Level 2 button. You'll need 500 food and three different Tech Level 1 buildings in order to be able to use this option. **NOTE:** Prefab Shelters don't count as new buildings towards earning a new Tech Level.

If you've gathered the necessary resources and built enough Tech Level 1 buildings to develop the upgrade, the research will begin. You'll hear a distinctive chime and notice your buildings have advanced once you reach Tech Level 2.



TECH LEVEL 4 CIVILISATION

**TIP:** YOU'LL HEAR A CHIME AND SEE A MESSAGE ONSCREEN WHEN YOUR RIVALS ADVANCE TO THE NEXT TECH LEVEL—AND THEY'LL KNOW WHEN YOU DO, TOO. KEEP IN MIND THAT YOUR COMMAND CENTRE WILL NOT BE ABLE TO PRODUCE NEW WORKERS, OR DO ANYTHING ELSE, AS IT RESEARCHES TECH LEVEL UPGRADES.

## UPGRADING YOUR FORCES

Once you've advanced to Tech Level 2, you'll notice that your workers have more building options available. You may wish to construct some of these, such as the Mech Factory or the War Centre. Be sure to place them in range of your Power Core. Also, your various structures will have gained new technology research options. First, try using your new Tech Level 2 technology to upgrade your Trooper Recruits.

To upgrade your Trooper Recruits to more powerful Troopers, select your Troop Centre and click the Research Trooper button. If you have sufficient resources, the research will begin. Once finished, all your existing Trooper Recruits will be upgraded to Troopers, and you will be able to produce Troopers from that point forward.

You may proceed to upgrade your Mounted Troopers in a similar fashion. As you continue to advance in Tech Levels, you will see more and more upgrades become available in the Troop Centre and in other military buildings, which will allow you to enhance your units' speeds, lines of sight (LOS), and more.

## FARMING FOR FOOD

Your initially limited sources of food will likely have run dry at this point, so one way to continue producing large quantities of the resource is to build Farms. Before you can build Farms, you need to build a Food Processing Centre. Your workers can return with food to this structure, and it also lets you research technology to improve food production.

To build a Farm, select a worker, click the Buildings button, and click the Farm button. Farms are built from carbon, and multiple Farms can quickly sap your reserves of this resource, so make sure to have ample workers on carbon before committing to farming. Place the Farm as close to either your Command Centre or your Food Processing Centre as possible. The Farm will be built instantly, and the worker will immediately begin working on it. Only one worker can work on a Farm at any given time.



After a while, the Farm's resources will expire. At that time, you may replant it by selecting its worker and right-clicking the expired Farm. This costs the same amount of carbon as it does to build a new farm, but it's faster. Alternately, you can queue up Farms for replanting at your Food Processing Centre, though you will have to pay the carbon up front.

## RESEARCHING NEW TECHNOLOGY

You can improve the quality of your forces in other ways besides upgrading them directly. Build a War Centre if you haven't already—the War Centre lets you upgrade many general aspects of your military.

To research a new technology, simply select the corresponding building—in this case, the War Centre—and click the technology you wish to acquire. Try researching the Primary Focusing Coils technology, which will make your Troopers' blasters more powerful.

Build some more Troopers while waiting for the research to complete, and remember to keep track of your population limit.

## ATTACKING HOSTILE FORCES

If you've amassed a sizable force of upgraded Troopers, you're ready to mount an assault. First, pinpoint the location of a hostile civilisation using your Scout, if you haven't already. Then, select your Troopers by left-clicking and dragging a box around them, or double-click to select all units of one type, and send them toward the location of your foes.

To attack hostile units or buildings, simply right-click the target of your choice when you have military units selected. Not all units can attack all targets—for instance, most ground units cannot attack aircraft, whereas anti-air units can attack aircraft units, but not ground units. Some units have a minimum effective range, meaning they cannot attack hostile units that get too close. Also note that units given move orders in the vicinity of hostile forces will promptly cease their attack and give priority to moving to their destination before continuing to engage any nearby assailants. For more information on units, see Section VII: Units on page 35. For more information on advanced unit control, see Section IV: Battlefield Control on page 20.

To repair or heal units, see Repairing and Healing Units in the Appendix on page 68 for details. Medics and workers can heal and repair most units and buildings:

**TIP: NO UNIT MAY MOVE AND ATTACK AT THE SAME TIME.**

## TECH LEVEL 3 AND BEYOND

You will have many options available to you at this stage in the battle—there are many paths to success. Generally, it is important to have plenty of workers gathering all four resources. When you have an excess of carbon, you may wish to build any military buildings that you haven't already, such as the Mech Factory and the Jedi/Sith Temple. If water is nearby, you may wish to expand your production to the sea by building a Shipyard. The sea is a valuable source of food, and building military Ships can give you a tactical advantage.



Once you have built two Tech Level 2 buildings and have gathered 800 food and 200 nova, you may advance to Tech Level 3, at which point you gain access to many more technologies and several new buildings, such as the Air Base. Aircraft produced at the Air Base have unlimited mobility and cannot be hit by most ground forces, except for those equipped with anti-air weapons.

At Tech Level 3, you may also build a Fortress, which gives you access to your civilisation's unique unit, and eventually its Cannon, an extremely powerful weapon for use against buildings (and any forests that stand in your way). Furthermore, Tech Level 3 gives you the opportunity to upgrade your Jedi or Sith units to Jedi Knights or Sith Knights. These units can be used to convert hostile units to your side. You may also build a Heavy Weapons Factory at this stage. Heavy Weapons are specialised support weapons that can be extremely effective in their intended roles. For more information on any of these units, consult Section VII: Units on page 35.

As you expand, be mindful of defending your base—you will be able to build defensive Turrets and Walls, which can keep your foes at bay. When you finally advance to Tech Level 4, you will be able to research the ultimate technological upgrades, making your existing forces as powerful as can be. For more information on all of these technologies, refer to Section VIII: Technologies on page 46.

## WINNING A BATTLE

In a standard random map game, you win by destroying all of your rival civilisations' structures, by capturing and controlling all Holocons on the map for a certain period of time, or by building a Monument and defending it for a certain period of time. Other victory conditions are available in some of the other modes of play. For more information on these, refer to Modes of Play on page 16.

## SECTION III: FURTHER DETAILS

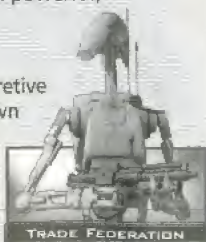
This section goes into further detail about the six different civilisations available in *Star Wars Galactic Battlegrounds*, and describes its gameplay options, interface features, and various control mechanics in further detail. For best results, you should be comfortable with the lessons from Section II: How to Play a Standard Game on page 6 before delving into this section.

### THE SIX CIVILISATIONS

*Star Wars Galactic Battlegrounds* lets you command one of six powerful, different civilisations:

#### Trade Federation

A conglomerate of interstellar traders and merchants, the secretive Trade Federation became wealthy enough to build its own powerful military consisting almost entirely of robotic fighting units. The greedy Neimoidian leaders of the Trade Federation—Nute Gunray and Rune Haako—decided to deploy this mechanised arsenal on the wealthy planet Naboo. The Trade





Federation's droid armies have no use for Shelters like the other civilisations do, allowing the Trade Federation to quickly mobilise its military. On the other hand, the Trade Federation's worker droids are somewhat less efficient at gathering carbon than the workers of the other civilisations.

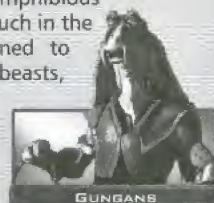
### **Royal Naboo**

The Royal Naboo have a long history and a rich culture. Though inclined towards peace, the Royal Naboo nonetheless have highly advanced military technology and no short supply of willing, loyal soldiers with which to employ it. Furthermore, the lavish architecture of the Royal Naboo is made possible by its highly efficient workers, who can also mine invaluable nova crystals at a significantly faster rate than the workers of other civilisations.



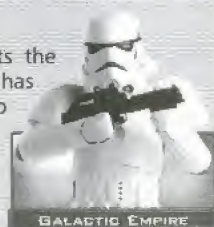
### **Gungans**

Comprising a number of different tribes, the Gungans are an amphibious race that is indigenous to the planet Naboo. The Gungans lack much in the way of traditional technology, but they have actually learned to genetically engineer various weapons and vehicles, and even beasts, that are just as effective. Their natural predilection towards water grants the Gungans an exceptional navy—in particular, their Frigates are fully submersible, and undetectable by normal means. Furthermore, the Gungans have the unique ability to construct underwater Prefab Shelters. They are a brave civilisation who are prepared to defend themselves against any incursions.



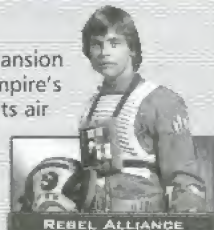
### **Galactic Empire**

Headed by Emperor Palpatine, the Galactic Empire represents the oppressive remnants of the Old Republic. The Galactic Empire has superior mechanised armies, including the mighty AT-ATs. It also commands legions of ruthless stormtroopers, the faceless enforcers of the Emperor. The Empire even plays host to a contingent of Sith Knights, skilled in the dark side of the Force, who are capable of bending any would-be insurgents to the Empire's cruel will.



### **Rebel Alliance**

Once just a small underground movement to suppress the expansion of the Galactic Empire, the Rebel Alliance grew to become the Empire's greatest threat. The Rebel Alliance is particularly renowned for its air force and its extraordinary pilots. However, the Rebels are a powerful, industrious faction all around—even their modest worker droids are exceptional, in that they can gather food from Farms at a slightly faster rate than any other civilisation.

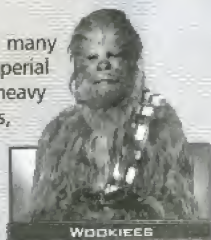


### **Wookiees**

This hulking, fur-covered race is often perceived as being primitive, perhaps because its lush home world of Kashyyyk is densely covered in foliage and also because Wookiees are

reluctant to wear clothing. But in fact, among the Wookiees are many brilliant scientists and engineers who, in the face of the threat of Imperial slavery, managed to develop many powerful weapons. Their heavy weapons and aircraft are especially powerful, as are their Troopers, who fight with unbridled ferocity.

These civilisations are all featured prominently in the six unique single-player campaigns of *Star Wars Galactic Battlegrounds*.

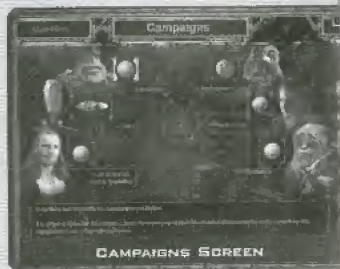


## MODES OF PLAY

The following modes of play are available in *Star Wars Galactic Battlegrounds*:

### CAMPAIGNS

*Star Wars Galactic Battlegrounds* lets you relive the historical trials and tribulations of its different civilisations in six distinct campaigns. Command the Trade Federation, the Gungans, the Rebel Alliance, the Galactic Empire, and the Wookiees, and lead these diverse armies in epic battles to historic victories. Note that no campaign for the Royal Naboo is available, although they figure into the Gungan campaign.



To play a campaign game, click Single Player on the Main Menu, and then click the Campaign option. Then, select the campaign you wish to engage in. You may play any of the campaigns in any order. The Basic Training campaign (the first) occurs prior to the events seen in *Star Wars: Episode I The Phantom Menace*, while the Wookiee campaign (the sixth) takes place after *Star Wars: Episode VI Return of the Jedi*. When you finish each campaign, one or more bonus missions will become available.

### CUSTOM CAMPAIGNS

This option lets you play a custom scenario or full campaign, built using the Scenario Editor that's included with *Star Wars Galactic Battlegrounds*. More details on the Scenario Editor are available on page 19.

To play a custom campaign game, click Single Player on the Main Menu, then click the Custom Campaign option. Then, select the player-made scenario or campaign you wish.

### SAVED GAMES

If you previously saved your progress during a campaign mission, a custom campaign scenario, a standard game, or a multiplayer game, you may continue playing from that point.

To continue playing a previously saved single-player game, click Single Player on the Main Menu, and then click the Saved Game option. Now select the saved game you wish to pursue.

To continue playing a previously saved multiplayer game, click Multiplayer on the Main Menu, and select your connection type. If you are hosting the game, click the Restore button and choose the saved game you wish to continue. If you are joining the game, select the game from the Games list.



## STANDARD GAMES

This open-ended option lets you set up a battle to your exact specifications and take on up to seven other civilisations, either player-controlled, computer-controlled, or some of each. Whether you're just learning to play or are already an experienced commander, the Standard Game option will provide you with unlimited challenges.

To play a Standard Game against the computer, click Single Player on the Main Menu, click the Standard Game option, choose the battle settings you prefer, and click Start. For help with battle settings, simply float your mouse over any of them and look for the details near the bottom of the screen.

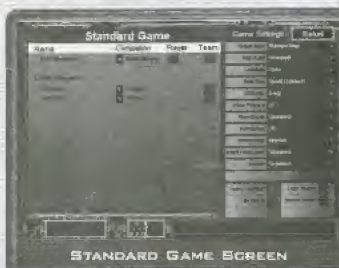
To play a Standard Game against a live opponent, click Multiplayer on the Main Menu, select your multiplayer connection type from the available options, then click on Create if you are hosting the game, or Join if you intend to participate in a game another player created. You will then be transferred to a screen similar to the single-player Standard Game menu, only you will be able to play against human players along with computer-controlled players, if desired. See page 55 for details on multiplayer play.

Standard Games, whether for one or more players, are very open-ended. You may set a Standard Game's options to your preference by using the various drop-down menus you'll see on the screen. Options include the following:

### Standard Game Types

You can customise everything about a Standard Game, starting with the game type. The following game types are available:

- **Random Map:** The terrain will be randomly generated, and standard rules will apply unless you dictate otherwise.
- **Terminate the Commander:** Each player begins with a Fortress and a Commander unit, and the object is to eliminate the opposing commanders. Here, the Fortress' Bothan SpyNet technology (the ability to see what your opponent sees) is replaced with a Commander Locate ability, which can be used to temporarily reveal the location of rival Commanders.
- **Death Match:** You begin with plenty of resources, and may create an army and attack your foes almost immediately.
- **Scenario:** You may engage in a custom-built scenario that was constructed using the Scenario Editor provided with the game.
- **Commander of the Base:** You must capture a central Monument and defend it until the countdown ends in order to win. Other players can seize the Monument if all of its defenders are eliminated.
- **Monument Race:** You engage in a purely economic war against other players, in order to be the first to complete a Monument. No military actions are allowed in this mode.



- **Defend the Monument:** You begin with a Monument and must defend it against a concerted effort to destroy it by all your opponents.

Besides game type, you may toggle many other standard game parameters, which are fully explained on the Standard Game menu. Regardless of the game type you choose, the interface used to control your forces will remain constant.

## CHOOSING A MAP

There are many different types of terrain available in the Standard Game mode of *Star Wars Galactic Battlegrounds*, and you can choose from these by changing your selections in the Map Type and Location drop-down menus. The various map types are described in detail below the drop-down menus. As a rule, the setting you choose for Map Type will affect the available options in Location. Map Type offers a choice between the Standard and the *Star Wars* Locale options. The Standard setting lets you select from a variety of general locations, such as Savannah and Forest. The terrain will be randomly generated each time you play. On the other hand, the *Star Wars* Locale setting lets you compete against rival civilisations in a variety of authentically modelled *Star Wars* settings, from the desolate, sand-covered surfaces of Tatooine to the frozen wasteland of Hoth. Though the terrain is generated randomly, it will still have the characteristics of a particular locale. Hoth will be icy; Dagobah swampy.

## VICTORY CONDITIONS

Random Map games give you the option to choose from five different victory conditions, which determine how the winning player will be selected. The victory conditions are:

- **Standard:** Awards victory to the first player who either defeats all rival civilisations, collects and holds all Holocrons on the map for a designated time, or builds and defends a Monument for a designated time.
- **Conquest:** The victor must defeat all other rivals—Holocron victories and Monument victories are not permitted.
- **Time Limit:** The player with the greatest score at the end of a particular time limit is the winner.
- **Score:** The player who is first to earn a particular score wins the match.
- **Last Person Standing:** There is no allied victory. Team members must ultimately turn on each other until there is only one player left. **NOTE:** This victory condition is only available for multiplayer games.

Regardless of which game type and victory condition you choose, your score will be displayed at the conclusion of every match.

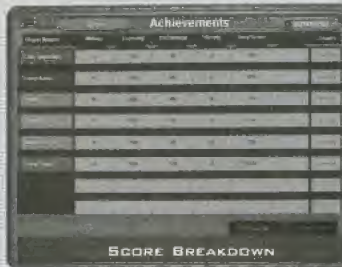
## ABOUT SCORING

Your score in *Star Wars Galactic Battlegrounds* is derived from a number of factors.

- Resources added to your stockpile translate to 1/10 of a point per unit. That is, if a worker deposits 10 units of carbon, one point is added to your score.
- Spending resources to construct buildings, produce units, and research technologies adds 1 point to your score for every 10 resources spent. Thus if you spend 50 food to make a worker, you receive 5 score points.



- The point values of units that are killed or converted are added to the score of the player who kills or converts the units, and subtracted from the score of the player who loses the units. Thus if your worker is destroyed by a ferocious Wookiee, you would lose the 10 points you gained from building the worker, and the player controlling the Wookiee would gain those points.
- Each 1 percent portion of the map you explore grants you 10 points.



## SAVING YOUR PROGRESS

To save your progress at any time during a Standard Game, a Campaign scenario, a Custom Campaign mission, or a multiplayer game, locate and click on the Menu button on right side of the interface (or hit the **F10** key) and click Save. You may then enter a description for your saved game.

## EXITING THE GAME

To quit playing *Star Wars Galactic Battlegrounds* at any time during a match, click on the Menu button on the right side of the interface (or hit the **F10** key) and click Quit. Or in a multiplayer game, click Resign. You will be prompted to confirm before you quit or resign. Alternately, you may press **ALT+F4** keys to quit. You will be prompted to confirm your decision.

## USING THE SCENARIO EDITOR

*Star Wars Galactic Battlegrounds* features a complete Scenario Editor that not only lets you set up and stage your very own *Star Wars* battles, but even lets you link several such scenarios together in a Custom campaign. The following section provides a brief overview for getting started using this powerful tool.

**IMPORTANT NOTICE: YOUR USE OF THE SCENARIO EDITOR IS SUBJECT TO THE SOFTWARE LICENSE TO WHICH YOU AGREE BY USING THE SOFTWARE, INCLUDING, WITHOUT LIMITATION, ALL TERMS AND CONDITIONS PERTAINING TO THE USE OF THE SCENARIO EDITOR. AMONG OTHER THINGS, YOU ARE ENTITLED TO CREATE SCENARIOS AND CUSTOM CAMPAIGNS FOR PERSONAL RECREATIONAL USE, OR FOR FREE DISTRIBUTION. YOU ARE NOT PERMITTED TO SELL OR COMMERCIALY DISTRIBUTE ANY PRODUCT OF THE SCENARIO EDITOR, INCLUDING, WITHOUT LIMITATION, ANY SCENARIOS AND/OR CUSTOM CAMPAIGNS.**

To access the Scenario Editor, click Scenario Editor on the Main Menu. Three different options will become available:

- **Create Scenario**, for building new scenarios from scratch.
- **Edit Scenario**, for modifying preexisting scenarios.
- **Campaign Editor**, for linking scenarios together into campaigns.

## Creating or Editing Scenarios

When you opt to either create a new scenario or edit an existing scenario, you'll notice that the Scenario Editor screen features an interface that's reminiscent of the interface you'll find within the game itself. Creating scenarios is relatively simple—you only need your mouse.

The buttons along the upper-left-hand side of the screen represent the various global options you have available. These buttons give you access to placing various units and terrain features on your map, as well as event triggers, and more.

Whenever you press one of these buttons, the contextual options at the bottom-left-hand corner of the screen will change, allowing you complete control.

The Scenario Editor is documented within the program itself. Simply float your mouse over elements on the screen for more information.

To save your scenario, click the Menu button in the upper-right-hand corner of the Scenario Editor, and click Save or Save As.

To test your scenario at any time, click the Menu button, and click Test.

To return to the Scenario Editor from a testing session, click the Menu button on the interface and click Quit Current Game.

### Creating a Custom Campaign

The Custom Campaign option lets you string several scenarios together in sequence. Unlike the six single-player campaigns featured in *Star Wars Galactic Battlegrounds*, please note that your Custom Campaigns cannot contain transitional screens between scenarios.

The Campaign Editor interface is simple. To create a new campaign, first type a new name in the Campaign Filename box, or select an existing campaign to modify it.

Then, choose a preexisting scenario from the Campaign Scenarios box and click Add to include it in your campaign. The Campaign Scenarios box will list the scenarios you've chosen in the order in which they will appear in your campaign. To change the order in which the scenarios will be played, click on a scenario in the Campaign Scenarios box, then use the Up and Down buttons to shift a scenario's position in the campaign. To remove a scenario, use the Remove button. When you're finished, click Save.

In the next section, you'll learn more about the interface and also about how to gain full use of your forces in battle.

## SECTION IV: BATTLEFIELD CONTROL

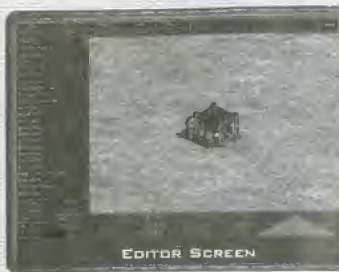
This section gives you more detailed information on how to control your military forces in battle, beginning with a close look at the game interface.

### THE INTERFACE IN DEPTH

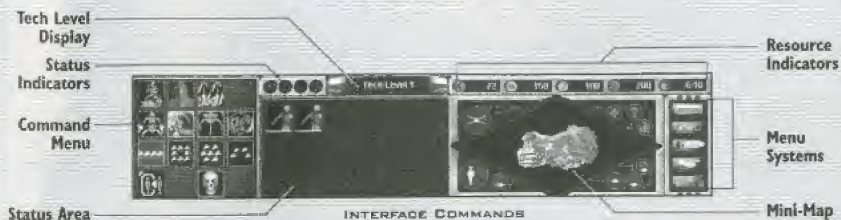
Though the in-game interface for each of the six civilisations is superficially different, you'll notice the same basic set of features along the bottom portion of the screen:

#### Command Menu and Status Area

The left-hand portion of the interface consists of a context-sensitive Command menu and Status Area, which change depending on which unit or structure you have selected. For worker units, the Command menu will give access to their various building, repair, and resource-gathering options. For military units, you can set their behaviour.







The Status Area will list detailed statistics on whichever unit or structure you have selected. If online Help is on, float your mouse over any icons in the Command menu and Status Area, and additional information will be made available.

### Status Indicators

Above the Status Area, you'll see a row of four circular context-sensitive indicators, which light up depending on whether a selected unit or building has particular abilities. From left to right, these are: Shield Indicator, for whether the unit or building is shielded; Power Indicator, for whether a building is in range of a Power Core and thus operating at peak efficiency; Stealth Indicator, for whether the selected unit is invisible; and Detector Indicator, for whether the unit or building has the ability to detect stealth units.

### Tech Level Display

Adjacent to these indicators, you'll see a notice of which Tech Level you're currently at.

### Mini-Map

To the right of the Status Area, you'll see the diamond-shaped Mini-Map, which represents the entire terrain. In the bottom left quadrant of the Mini-Map, you'll see the Idle Worker button, which flashes when one or more of your workers is standing by. In the upper-right quadrant of the Mini-Map, you'll find buttons that allow you to toggle on or off various advanced interface commands (off by default); and floating help messages (on by default). The advanced interface commands are described in more complete detail below.

### Resource Indicators

Above the Mini-Map, from left to right, you'll see numerical indicators telling you how much carbon, food, nova crystals, ore, and population you have.

### Menu Systems

Along the far right, from top to bottom, there are five icons that respectively let you access the Game menu; the Objectives menu; the Chat menu; the Diplomacy menu; and the in-game Technology Tree, which shows all the units, buildings, and technology available to your civilisation.

Try to familiarise yourself with all of these interface features.

## ADVANCED INTERFACE COMMANDS

You may toggle on various advanced interface commands by clicking on the Advanced Commands button near the upper-right-hand corner of the Mini-Map. Advanced commands give you more flexibility with your Mini-Map display, your unit control, and your unit behaviour. Specifically, advanced commands enable the following interface options:

Flare Allies

Idle Worker  
Hide Terrain



Advanced  
Commands

Toggle Online  
Help On/Off

Toggle Stats

Combat Mini-Map  
Economic Mini-Map  
Normal Mini-Map

ADVANCED INTERFACE COMMANDS

## Advanced Mini-Map Options

- **Advanced Commands**

Turns on advanced interface commands.

- **Online Help**

Toggle in-game Help on/off.

- **Toggle Stats On/Off**

This option reveals or hides the statistics displayed onscreen by default.

- **Economic Mini-Map**

Displays only resource-gathering buildings, resources, trade buildings, and trade units on the Mini-Map. Onscreen statistics will show your total number of workers by task, and any resource exchange rates that apply at your Spaceport.

- **Normal Mini-Map**

The default setting shows all resources, military and economic buildings and units. Onscreen statistics show each player's overall score when stats are on.

- **Combat Mini-Map**

Displays only combat units on the Mini-Map. Onscreen statistics will show your total numbers of combat units according to class.

- **Hide Terrain**

Hide terrain to increase performance.

- **Flare Allies**

In a multiplayer scenario, allied players will see a flashing indicator on their Mini-Maps when you use this option. Use this to draw the attention of your allies.

## Advanced Unit Options



- **Patrol:** To make a unit or group of units move back and forth from one point to another, firing on any opponents that enter into range, select a unit or a group, click the Patrol button, and select a destination. The unit or group will begin patrolling back and forth between its point of origin and the destination.



- **Guard:** Units may be ordered to guard other units or buildings by selecting the unit to do the guarding, clicking the Guard button, and then clicking that which you wish to be guarded. The guarding unit will then remain in close proximity to whatever it is guarding, and will attack any hostile forces that draw near. Units standing guard will pursue any assailants to a limited range, before returning to their posts.





- **Follow:** Use this option to tail another unit at long range, so as to avoid detection if possible. To follow another unit, select the unit you wish to do the following, click the Follow button, then click the unit to be followed.



- **Kill or Destroy:** There may come a time when a particular unit or building of yours has outlasted its usefulness in your eyes. On this occasion, you may simply select the unit and press the Kill button (or the DELETE key) to instantly eliminate it. This option may be useful when, for instance, late in a match you've reached the maximum population allowed by the scenario, and would prefer to have an additional Imperial AT-AT walker instead of a simple worker.

## Unit Stances



- **Aggressive Stance (Default):** Units set to aggressive stance will pursue their enemies to the death, or until the enemy manages to escape from view. This is the typical way in which your military units will act.



- **Defensive Stance:** Units set to defensive stance will pursue their enemies to a limited range before returning to their original posts. This setting may be useful for large groups of units, which you want to stick closely together.



- **Stand Ground:** Units set to stand ground will not move from their posts, but will attack anything hostile that ventures into their weapons' range. This setting is useful for units that may attack at an extreme range, as it will keep them from approaching their foes and thus minimising their tactical advantage.



- **No Attack Stance:** Units set to no attack stance will not fire under any circumstances. This option may be useful for Heavy Weapons in transit, which may inadvertently injure their own forces if permitted to attack any hostiles.

## Unit Formations



- **Line Formation:** Selected units will gather in a line that is wider than it is deep. Useful for groups of ranged combat units. This is the default formation.



- **Box Formation:** Selected units will form a protective box, with weaker units in the centre. Useful for groups with Heavy Weapons, and excellent for Gungan groups featuring their unique Fambaa Shield Generator unit.



- **Flank Formation:** Selected units will form two subgroups, which may then surround enemy forces. Also useful for groups of fast units, such as Mounted Troopers.



- **Staggered Formation:** Selected units will spread apart in a staggered line formation, minimising the potential damage that may be incurred from Heavy Weapons or other area-of-effect attacks. Useful for groups of fast units on the front lines.

## ADVANCED ORDERS

Aside from simply directing your forces to move to various points on the map or attack hostiles, you have many other options:

### Selecting All Units of a Type

You can select all **onscreen** units of a single type—for instance, all your workers—by double-clicking on any one such unit.

### Setting Control Groups

You can create up to nine preset groups of units at any time. Form a group by clicking and dragging a box around all the units you wish to be in that group, and then pressing and holding the **CTRL** key and pressing one of the number keys. Now, you may press the corresponding number key at any time to select that group. Double-tap the number key to centre your view on the group. To add more units to a group, hold down the **SHIFT** key and click on the new units, then hold down the **CTRL** key and press the designated number key again to redefine the group. You may likewise remove units from a group by using the **SHIFT** key.

### Setting Way Points

To cause a unit (or group of units) to move along a predetermined path, simply select it, hold the **SHIFT** key, then right-click each point on the map where you wish the unit to move to in sequence. You'll see a way point marker appear at each location. You can also do this on the Mini-Map, though way points won't appear there. Now, release **SHIFT** and right-click one last way point. Your units will move according to the path you created and will stop at the last way point.

### Converting Units and Buildings



Jedi Knights, Jedi Masters, Sith Knights, and Sith Masters—produced at the Jedi/Sith Temples starting at Tech Level 3—have the power to compel hostile units to join their cause. If you research the appropriate technologies at your Jedi or Sith Temple, they may even learn to convert other hostile Jedi or Sith units, most buildings, and Heavy Weapons to your cause.

To convert a hostile unit or building, select a Jedi or Sith unit with the conversion ability, click the Convert button (or press the **C** key), and right-click a target unit. Your Jedi or Sith unit will begin the conversion process, which takes some time and has a chance of failing.

You'll know the conversion process is complete when the hostile unit changes to your colour. A Jedi or Sith unit must wait a short while before attempting to convert another unit. Note your Jedi or Sith units will not automatically try to convert hostile units—you must order them to do so. Also note that Jedi and Sith units cannot defend themselves while trying to convert units.

### Transporting Units

Various larger units may be used to transport smaller units, such as Troopers, safely and quickly about the map. You can transport units across water by loading them onto a Transport Ship. You can transport units through the air by loading them onto an Air Transport. You can transport units on the ground by loading them onto Mech Destroyers and Assault Mechs. Transports all have limited carrying capacity. Also note that transports may be used to carry allied players' troops.

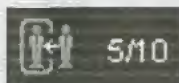




To load troops into a Transport, simply select the troops and then right-click the Transport.



To unload a Transport, select the Transport, click the Unload button, and then click a valid drop-off point for the units.



To see a Transport's carrying capacity, select the Transport and notice the status indicator for its current and maximum carrying capacity in the Status Area at the bottom of the screen.



### Garrisoning Units

Most foot units, such as Troopers, may garrison themselves into Turrets, Command Centres and Fortresses. They also heal units. Simply select the units, hold down the **ALT** key, and right-click on the building you wish to garrison them in. This affords the units with a great deal of protection—and garrisoning enhances the attack power of buildings. The maximum number of units that may be garrisoned in a building is displayed in the Status Area at the bottom of the screen when that building is selected. For details, see Repairing and Healing Units on page 68 of the Appendix.

### The Alert Beacon

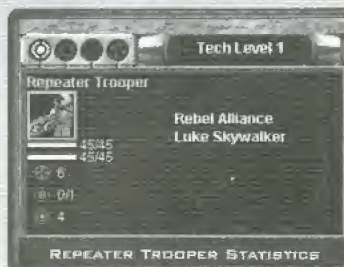


Should your workers come under attack, you may quickly send them to into your Command Centre for protection by selecting the Command Centre and clicking on the Alert Beacon icon. The fastest way to do this is to press the **H** key to jump straight to your Command Centre, then the **B** key to activate the beacon. The workers will be well protected within the Command Centre, and will be able to use its hidden weapons to return fire on any nearby assailants. Once the coast is clear, clicking the Alert Beacon button or pressing the hot key again will make the workers return to their posts.

## ANATOMY OF A UNIT OR BUILDING

Each unit or building in *Star Wars Galactic Battlegrounds* has certain ratings to indicate its relative strength and toughness with respect to other units and buildings. Whenever you select a unit or building, some of its statistics will be shown in the Status Area. These ratings may be augmented by developing the appropriate technologies. What follows is a breakdown of the key statistics that define a unit or building:

- **Hit Points:** A relative measurement of how much damage a unit or building can sustain before it is destroyed. That is, each time a unit or building is hit, it loses hit points. Buildings reach a point before destruction where they won't garrison units anymore.



- **Shield Points:** Similar to hit points, shield points only apply to units and buildings with shielding. Shield points gradually regenerate, and must be reduced to zero before a unit's or a building's hit points can be affected. The loss of shield points does not otherwise affect the performance of a unit or building.
- **Attack Rating:** A measurement of how much damage that unit or building can cause with each successful hit against a target without any armor. Attacks tend not to be equally effective against all units—generally, units are specialised to be effective against certain types of other units. Thus a unit's or a building's actual attack rating will not apply directly against all targets.
- **Armor/DuraArmour:** A relative measurement of roughly how resistant a unit or building is to taking damage. Armor generally protects against close-range attacks, such as from Jedi or Sith units and their lightsabers. DuraArmour generally protects against damage from blasters or other long-ranged attacks. Some units may be very resistant to certain kinds of attacks, but are generally vulnerable to some others.
- **Range:** A relative measure of the maximum distance at which the selected unit or building may attack hostile forces. Units with zero range are close-combat units. Many ranged combat units also have a minimum effective range, and thus cannot attack enemies directly adjacent to them.
- **Garrisoned Units:** Indicates how many ground units may be garrisoned within that unit or building. Units and buildings cannot garrison units unless this rating is indicated.
- **Speed:** A statistic that isn't shown in the Status Area, but measures how quickly a unit can move. Generally, larger units move more slowly than smaller units. Groups of units move at the rate of the slowest unit in the group.
- **Rate of Fire:** A statistic that isn't shown in the Status Area, but measures how quickly a unit may attack. Some units will attack noticeably faster than others will. Larger units often attack more slowly but inflict greater damage.
- **Line of Sight (LOS):** A statistic that isn't shown in the Status Area, but measures the radius of a unit's or a building's line of sight, or how far it can see.

For more information on the buildings, units, and technologies in *Star Wars Galactic Battlegrounds*, consult Sections VI, VII, and VIII on pages 28, 35 and 46.

## SECTION V: ALLIANCES AND TRADE

There are alternatives to combat. This section describes how to forge alliances with other civilisations, and how to exchange goods and pay tributes.

Sometimes you will not have to fight alone. This brief section details how to change your diplomatic stance with other civilisations, how to pay tribute to other civilisations, how to buy and sell resources through your Spaceport, and how to earn resources by running trade routes.

### DIPLOMATIC STANCE

In a battle against more than one civilisation, you may opt to change your diplomatic stance towards any of the other civilisations involved. Your diplomatic stance does not determine that of the other civilisation, however. If your forces are set to be allied with a particular player, but that player did not reciprocate, your forces will still be attacked on sight—but they will not retaliate. So use caution when switching diplomatic stance.



To change your diplomatic stance with a player, click the Diplomacy Menu option on the right-hand side of the interface. Then change your stance between Enemy, Neutral, and Ally with any other players as you see fit. Affected players will receive a message indicating your choices.

- **Enemy** status means your forces will generally attack the other players' units and buildings on sight.
- **Neutral** status means your forces will ignore workers, but will still engage neutral military units on sight. This diplomatic stance allows for trading between civilisations, but they must still keep one another at arm's length, or choose to ally themselves.
- **Ally** status means yours and the other player's units are working in concert, and will defend each other as their own kin.

**TIP: YOU MAY DETERMINE DIPLOMATIC STANCE WITH OTHER PLAYERS EITHER BEFORE OR DURING A GAME. BEFOREHAND, YOU MAY ALSO OPT TO LOCK THE TEAMS SO THEY REMAIN CONSTANT THROUGHOUT BATTLE, AND YOU ALSO HAVE THE OPTION OF ENABLING ALLIED VICTORIES, IN WHICH TEAMS OF PLAYERS SHARE VICTORY CONDITIONS.**

Teams of players may use one another's transports, may garrison their troops in one another's buildings, and may research technologies so that they share line-of-sight information on their maps.

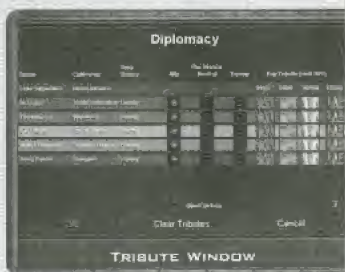
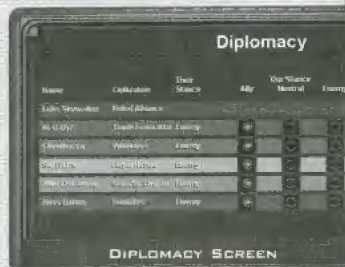
## Sending Tribute

Once you build a Spaceport facility, you may then give tribute to other civilisations in the form of food, carbon, nova crystals, or ore, either to assist them or to encourage them to forge an alliance with you. Typically, giving tribute requires that you pay a fee in that resource—that is, some of your resource will be spent on the tribute itself, and will not be transferred to the other player. Some civilisations, particularly the Trade Federation, may research technologies to eliminate the tribute fee.

To send tribute to another player, click on the Diplomacy menu, then click on the corresponding resource next to the player's name you wish to pay tribute to. Each time you click, 100 units of that resource will be added to the tribute. Click the OK button when you're satisfied with the amount, and then the player will instantly receive your tribute.

## Commodity Trade

You may buy and sell food, carbon, and ore in exchange for nova crystals once you have constructed a Spaceport in Tech Level 2. Resources are bought and sold in 100-unit increments, for whatever the going market value happens to be. Market value fluctuates according to supply and demand, based on other players' transactions. That is, if several players are purchasing large quantities of ore, the price of ore will invariably increase. Exchanges of resources through the Spaceport happen instantaneously.



## Trade Routes

Another means of generating nova crystals is to use your Spaceport to create a Cargo Hovercraft, which may then be ordered to travel to the Spaceports of allied or neutral players. The longer the Hovercraft must travel to the foreign Spaceport, the more nova crystals you will earn as income from the exchange. Click on a Spaceport that you want to trade with to find out how much nova you'll get upon every return trip. Cargo Hovercrafts will continue along their trade routes indefinitely, unless ordered otherwise, destroyed, or converted.

The next three sections of this manual respectively detail each of the buildings, units, and technologies found in *Star Wars Galactic Battlegrounds*.

## SECTION VI: BUILDINGS

Before you can raise an army, you must create the facilities that will train your Troopers, produce your vehicles, and more. Thus, buildings are the very foundation of your war efforts, and must be built and placed strategically, and defended carefully. Bear in mind that a building may only perform one function at a time—that is, a building may produce a unit or research a technology, but it cannot do both simultaneously. Constructing additional buildings of the same type thus lets you produce more or research more in the same amount of time.

For the most part, worker units will create all your buildings. Workers may assist each other to complete a building more quickly. You should quickly familiarise yourself with each of the following buildings and its various roles.

**NOTE:** Unless otherwise noted, each civilisation has access to each of the following buildings, which have different upgrades in them. For the purposes of demonstration, only one example of each building will be depicted in this section. For further information on technologies available at each building, refer to Section VIII: Technologies on page 46; for further information on units available at each building, refer to Section VII: Units on page 35.

## ECONOMIC BUILDINGS

These buildings do not produce military units themselves, but are instead used to help generate the resources necessary for military spending. Some of these buildings will also allow you to research technology that improves the efficiency of your forces.



REBEL  
ALLIANCE

### Command Centre

Your Command Centre is your most important structure, as it is the basis for your entire economy and military. The Command Centre supports up to five units, and it is the only facility that produces workers, which in turn gather all resources. Workers may bring collected resources back to the Command Centre if no dedicated resource-gathering structures are available. The Command Centre also lets you advance through the four Tech Levels, which grant you access to new units, buildings, and technology. Command Centres are also where you'll research technology to improve your workers and structures, and workers may garrison themselves within its confines and attack enemy invaders.



Command Centres can never be converted by opposing Jedi or Sith Masters. Also take note that if your Command Centre is destroyed at Tech Level 1 or 2, a worker may attempt to rebuild it. At Tech Levels 3 and 4, workers may build additional Command Centres.



GUNGAN

### **Prefab Shelter**

These inexpensive facilities are typically used by a civilisation to house its forces, and each one can supply five units of any kind, from workers to Troopers to Aircraft. Two other buildings can also increase your population limit—the Command Centre and the Fortress—but the Prefabricated Shelter is the quickest, most inexpensive, generally most viable means of doing so.

You can never build more units than your population limit allows. Keep frequent watch over this population limit, which you'll find in the upper-right hand corner of the Interface Bar. The Population Indicator will flash when you've reached the limit and need to increase it—ideally, though, you should anticipate reaching the limit and increase it before your unit production grinds to a halt.

If your Prefab Shelters are attacked and destroyed, you don't lose units that exceed the resulting lower population limit—but you do need to rebuild the Prefab Shelters before you can continue to produce more forces.

Gungans are uniquely capable of constructing Prefab Shelters under water, using their Utility Trawlers. These Prefab Shelters are otherwise functionally identical to terrestrial ones.

The Trade Federation does not have to build Prefab Shelters—its mechanised forces can be packed away, and do not need housing.



TRADE  
FEDERATION

### **Power Core**

Power Cores give energy to all powered buildings in a wide radius, letting them produce units and research technologies at maximum efficiency. In turn, buildings that require power but are beyond the range of a Power Core will work much more slowly—at only 25 percent of their powered state. This means that creating units and researching upgrades will take 75 percent longer without a Power Core. In particular, Shield Generator structures will not function at all without a Power Core. Be sure that all your production facilities and research facilities are powered at all times. Note that while resource facilities that collect ore, nova, food and carbon do not need a Power Core in order to operate at full effectiveness, the upgrades available at these facilities will research 75 percent faster if the facilities are powered. Some buildings are either self-powered or do not require power at all; these include your Command Centre, Prefab Shelters, Farms, Walls, defensive Turrets, AquaHarvesters, and Fortresses.

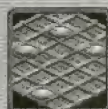
There are several ways to check if a building is getting power from a nearby Power Core. First, you can click on the Power Core and see if the building is inside or touching the blue radius that appears around the Power Core. Secondly, powered buildings have a glowing green light, while unpowered buildings have a blinking red light. Lastly, by clicking on the building itself, you can check to see if the Power Indicator is lit. This is found just above the building description.



ROYAL  
NABOO

## Food Processing Centre

The Food Processing Centre is used to collect food gathered by your workers, and also to research new technologies that increase food production. You must build a Food Processing Centre before you can build Farms. Note that you may queue up as many as 40 Farms at your Food Processing Centre, so that Farms whose food supplies are exhausted will then be automatically replanted by a worker.



REBEL  
ALLIANCE

## Farm

Farms are a renewable source of food, and require one worker unit to tend to them. Farms will eventually run out of food and then must be replanted. Researching new technology at your Food Processing Centre (a prerequisite building required for Farms) may increase the total amount of food that a Farm can generate before it must be rebuilt. Note that you may claim the deserted Farms of rival civilisations simply by sending your workers to them and right-clicking on the depleted Farms.



GUNGAN

## AquaHarvester

AquaHarvesters function similarly to Farms—they produce a limited supply of food before they must be rebuilt—only AquaHarvesters are built on water, and not by workers but by Utility Trawlers that are built from your Shipyard. An AquaHarvester requires that a Utility Trawler stand by to extract food from it. Unlike Farms, AquaHarvesters cannot be upgraded to produce more food.



ROYAL  
NABOO

## Animal Nursery

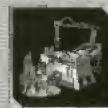
These structures must be built before you can train Mounted Troopers at your Troop Centre. In addition, Animal Nurseries can be used to garrison herded banthas and nerfs, which will then produce a steady supply of food for your civilisation. Various technologies at the Animal Nursery will increase the food production from your herded animals. Be sure to power your Animal Nursery by building a Power Core nearby. Unpowered, the Animal Nursery will operate at only 25 percent of its effectiveness.



WOOJKIE

## Carbon Processing Centre

These facilities are used to process carbon—typically extracted from trees or carbon deposits—into carbonite, a lightweight and sturdy material that's used in the construction of armor, Ships, Aircraft, buildings, and more. Along with food, carbon is the most essential resource for a flourishing civilisation. For best results, Carbon Processing Centres should be built as close to sources of carbon as possible. These facilities may also be used to research technology that increases the efficiency of workers collecting carbon.



GALACTIC  
EMPIRE

## Ore Processing Centre

Ore Processing Centres should be built close to the purple-hued resource they're designed to collect. A derivative of ore, known as DuraSteel, is a dense compound used mainly for defensive structures, such as Walls, Turrets, and Shield Generators—as well as Fortresses. Ore may not be initially important to a civilisation, but by Tech Level 3 it will begin to figure much more prominently. Ore Processing Centres are also used to research better mining technology, to improve ore-gathering operations.





TRADE  
FEDERATION

### **Nova Processing Centre**

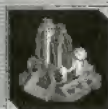
Valuable green-tinged nova crystal outcroppings may be found sporadically throughout the map, and these may be mined and their contents brought back to Nova Processing Centres or Command Centres. Many units, including Jedi and Sith, Ships, Aircraft, and Mechs, as well as many advanced technologies, all require nova before they may be produced. Nova Processing Centres may also be used to develop technologies that let workers mine for nova crystals more quickly.



TRADE  
FEDERATION

### **Spaceport**

The Spaceport is a nexus of trade, and may be used to sell surpluses of resources, or buy those resources that are lacking. In addition, Spaceports may develop technology to make trading more profitable, and are also used to construct Cargo Hovercrafts for use in trading with allied civilisations. The Spaceport's Holonet Transceiver technology also lets you share line-of-sight information with your allies.



GALACTIC  
EMPIRE

### **War Centre**

The War Centre is a facility purely dedicated to the research and development of improved military technology. It does not produce military units, but its available research projects may be used to grant enhancements to armor and attack ratings for Troopers and Mechs, and also to improve the strength and efficiency of your Ships. As you grow your armies, be mindful of the War Centre's ability to enhance these forces. The War Centre's technology can mean the difference between conquest and ruin for your civilisation.



WOOKIEE

### **Research Centre**

What the War Centre does for your units, the Research Centre does for your buildings—that is, it may enhance their strength and durability by means of its various available research projects. The Research Centre becomes available at Tech Level 3. Some of its technologies may be used to make workers more efficient, and to improve the accuracy of all your forces. It is also used to upgrade defensive Walls and Turrets.



GUNGAN

### **Monument**

A Monument stands as a testament to the superiority of your civilisation. Available only at Tech Level 4, this structure takes an inordinately long time to construct, and requires vast reserves of carbon, nova crystals, and ore to be built. Once completed, a countdown will begin during which time your rivals will invariably attempt to reduce your Monument to rubble. After all, if you can defend it for the duration of the countdown, you will then automatically emerge as the victor of the battle—as a commander who has managed to ensure his civilisation's dominance through relatively peaceful means. Note that Monuments cannot be converted by Jedi or Sith. Monument victories are only available in Standard Games and campaigns that call for them.

## MILITARY BUILDINGS

Military buildings are those that train or produce armed forces that will defend your civilisation. Most are specialised to produce one general type of military unit and its various subclasses. All military units have important designated functions, and as such, you would do well to familiarise yourself with each of the following military buildings. As these structures produce all of your forces, they must be carefully defended from your rivals.



GALACTIC  
EMPIRE

### Troop Centre

One of only two military structures available at Tech Level 1, the Troop Centre is used to train all of your infantry—the brunt of your fighting forces. Troop Centres may also be used to research technologies that make Troopers faster and more perceptive. Though Troop Centres can produce Troopers relatively quickly, many strategies will require the use of more than one Troop Centre, so that the training of several classes of infantry can occur simultaneously.



Wookiee

### Shipyard

This Tech Level 1 facility must be built on a coastline, and is used to produce the entire breadth of your naval forces. As such, if you plan to build a large fleet of Ships, multiple Shipyards will be essential. Initially, the Shipyard will only be able to produce Utility Trawlers, which are essentially seafaring worker units that can gather food through fishing, and that build AquaHarvesters for the same purpose. As you advance through the Tech Levels, Shipyards can be used to manufacture increasingly powerful Ships, including Cruisers, Advanced Frigates, and more.



GALACTIC  
EMPIRE

### Mech Factory

First available at Tech Level 2, the Mech Factory is used by each civilisation to produce and to upgrade its mechanised fighting forces. The Gungans, who do not use vehicles as such, still use Mech Factories to outfit their powerful fighting creatures with various armaments. Mechs fill a wide variety of roles on the battlefield—some are powerful against formations of Troopers, whereas others specialise in eliminating other Mechs. Mech Factories are also used to manufacture each civilisation's Assault Mech. These, such as the Imperial AT-AT, represent some of the mightiest fighting units available. Mech Factories may also be used to research technologies that enhance the performance and capabilities of all Mech Factory units.



REBEL  
ALLIANCE

### Jedi/Sith Temple

These hallowed structures are home to the ancient warriors known as the Jedi and the Sith—two opposing factions whose powers are equivalent, as they have learned to harness the Force to become powerful, compelling soldiers. Though initially available at Tech Level 2, it's not until the later Tech Levels that the Jedi and Sith Temples become especially versatile. When all of the secrets of the Jedi and Sith Temples have been unlocked, then their forces will have such powers as invisibility and mind control, along with superior fighting skills. Master Jedi and Sith may even convert some buildings, though Jedi and Sith Temples are never susceptible. Jedi and Sith Temples may also be used to research technologies that help your civilisation defend against opposing Force powers. Note that Jedi and Sith units are the only ones capable of retrieving Holocrons scattered on



the terrain. When returned to a Temple, the Holocrons will generate a steady stream of nova crystals. **NOTE:** Jedi/Sith Temples are only available in Standard Games.



WOOKIEE

### Heavy Weapons Factory

At Tech Level 3, you gain access to Heavy Weapons Factories, which construct some of each civilisation's most devastating ground weapons. Heavy Weapons fill a variety of supporting roles, and must be deployed with strategic caution—for while their damage potential is exceptional, they generally have key weaknesses that may be exploited, and are ineffective without support from other units. Heavy Weapons Factories may also research technologies that enhance their units.



REBEL  
ALLIANCE

### Air Base

The Air Base may first be built at Tech Level 3, and is used to mass-produce various Aircraft, from Transports to Fighters to Bombers. Since Aircraft can only be targeted by other Aircraft or by a select few types of ground units, they may become essential to success late in a battle. Air Bases also serve as research facilities for upgrading and enhancing all the various Aircraft.



TRADE  
FEDERATION

### Fortress

The Fortress is a heavily armed and armoured Tech Level 3 structure made entirely of refined ore. Not only can a Fortress effectively defend your base against most types of units, but it also lets you produce your civ's unique unit, and research a host of very useful military technologies—among these, the automated process that increases the speed at which all military units are constructed. Fortresses also produce Cannons, which are some of your single most powerful ground attack weapons; and you may use them to recruit Bounty Hunters, which are highly effective against Jedi and Sith units.

## DEFENSIVE BUILDINGS

You'll have access to various defensive structures that can effectively keep many and most types of enemy forces at bay, and can even repel concentrated assaults. However, defensive structures are naturally immobile, and may be costly to build and to upgrade. Still, they tend to be much more cost-effective for defensive purposes than contingent's of units, and defensive structures also do not affect your population limit. Defensive buildings typically require ore to be built. Use the Research Centre to upgrade defensive buildings.



GUNGAN

### Sentry Post

These cheap Tech Level 1 structures are fixed reconnaissance outposts, and have no actual offensive capabilities. However, they are equipped with advanced long-range sensors that can detect otherwise invisible units, such as Jedi and Sith, and submersible vehicles.



REBEL  
ALLIANCE

### Light Turret

This defensive Turret becomes available at Tech Level 2, and once erected, will automatically fire on any enemy ground units or structures within range. In addition, workers, Troopers and some other foot units may garrison themselves within these Turrets for protection, and to lend more firepower.



WOOKEE

### Medium Turret

At Tech Level 3, you may use your Research Centre to upgrade Light Turrets to Medium Turrets, which gain appreciable bonuses to their durability, range, and attack power, and may be used to garrison Troopers.



GALACTIC  
EMPIRE

### Advanced Turret

At Tech Level 4, Research Centres may be used to upgrade Medium Turrets to Advanced Turrets, which are even stronger and tougher, and are especially excellent for garrisoning Troopers.



REBEL  
ALLIANCE

### Anti-Air Turret

First available at Tech Level 3, Anti-Air Turrets are specifically designed to fend off aerial assailants from long range. They cannot attack ground units.



GALACTIC  
EMPIRE

### Advanced Anti-Air Turret

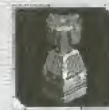
The Tech Level 4 upgrade to the Anti-Air Turret is even better at eliminating any hostile flying units in the area. Its attack strength, range, and durability are all significantly improved—and its missiles even gain a homing mechanism.



WOOKEE

### Light Wall

Immediately available at Tech Level 1, Light Walls have limited defensive capability, but will slow an enemy ambush, giving you time to rally your troops. They require only carbon, so they are a quick defence until you find ore. Light Walls cannot be upgraded, but are cheap and easy to produce.



GALACTIC  
EMPIRE

### Medium Wall

Much stronger than Light Walls, Medium Walls require ore instead of carbon for production, and are available for manufacture at Tech Level 2. They will slow the advances of any opposing ground units.



TRADE  
FEDERATION

### Heavy Wall

At Tech Level 3, your Medium Walls may be upgraded to Heavy Walls, which are much tougher and are almost impervious to damage, except from Heavy Weapons specifically designed to destroy them.





REBEL  
ALLIANCE

### Shield Wall

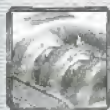
Shield Walls, which may be upgraded from Heavy Walls at Tech Level 4, are practically impervious to all but the most concentrated firepower—and their regenerative shielding makes them even more versatile. Note that Shield Walls are self-powered, and needn't be built in the vicinity of Power Cores.



GALACTIC  
EMPIRE

### Gate

Walls keep your enemies out—but they keep you in. Therefore heavily fortified Gates can be built into your Walls starting at Tech Level 2, and these will allow your own troops to move freely in and out of your base, but will remain shut when hostile forces approach. They may also be locked or unlocked, to better suit particular situations, such as to prevent workers from wandering outside your base in search of resources. To lock or unlock a Gate, select it, and click on the Lock/Unlock button on the interface.



TRADE  
FEDERATION

### Shield Generator

This highly useful Tech Level 3 structure casts a powerful shield on all buildings and units in its area of effect. Shields gradually regenerate, and effectively double the hit points of units and buildings that have them. Note that Shield Generators require nearby Power Cores to provide them with energy.

## SECTION VII: UNITS

In order for your civilisation to defeat its rivals, you will need to field large armies of mixed forces. You'll be able to build and train new units from a variety of different facilities, and upgrade all of these in various ways as you advance through successive tech levels. Though each civilisation's units look different, they share similar roles—and thus have similar designations. What follows is a universal description of all the units available in *Star Wars Galactic Battlegrounds*. For further information on technologies available for unit upgrades, including each civilisation's unique technologies, refer to Section VIII on page 46; for further information on the buildings that units are produced from, refer to Section VI on page 28. Also see Unit Strengths and Weaknesses in the Appendix on page 64.

**NOTE:** You can research unit upgrades in the building where a unit was created, in the War Centre and in the Research Centre. By mousing over the unit's icon in the building where it was created, you can see a list of all its upgrades and where to find them.

### TROOPER UNITS

Troopers are infantry units armed with blasters or short-range weapons. They can usually be found at the front lines of every battle and will make up the brunt of any military effort. They are inexpensive and quick to produce, but you'll need to deploy them in large groups for best results. For the most part, Troopers are created at the Troop Centre and may be upgraded at the War Centre. Note that, whereas Anti-Air Troopers are specifically designed to fight airborne attackers, all other Troopers are defenceless against Aircraft units. The following classes of Troopers are available:



ROYAL  
NABOO

### **Trooper Recruit**

This is your basic fighting unit at Tech Level 1. It is ineffective against most forces except workers and other Trooper Recruits.

**Created at: Troop Centre**



GALACTIC  
EMPIRE

### **Trooper**

You can upgrade your Trooper Recruits to Troopers at Tech Level 2. They gain a bonus to their hit points and attack strength.

**Created at: Troop Centre**



TRADE  
FEDERATION

### **Heavy Trooper**

Heavy Troopers are hardier and stronger than Troopers, and also have longer range. They become available at Tech Level 3.

**Created at: Troop Centre**



WOOKIEE

### **Repeater Trooper**

Available only at Tech Level 4 to several of the civilisations, Repeater Troopers fire more quickly than other Troopers do, and they're tougher to boot.

**Created at: Troop Centre**



GALACTIC  
EMPIRE

### **Mounted Trooper**

This hardy close-combat unit comprises a standard Trooper mounted atop a beast capable of detecting foes that would otherwise be imperceptible—such as concealed Jedi and Sith. You must build an Animal Nursery before you can train Mounted Troopers.

**Created at: Troop Centre**

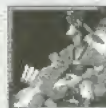


REBEL  
ALLIANCE

### **Heavy Mounted Trooper**

Like standard Mounted Troopers, these more robust mounted units are armed with close-range weapons that are excellent against slower foes. Heavy Mounted Troopers are significantly stronger, and tougher to bring down. They can also detect unseen units.

**Created at: Troop Centre**



GUNGAN

### **Advanced Mounted Trooper**

These Mounted Troopers gain additional bonuses to hit points and attack, making them superior even to Heavy Mounted Troopers in their ability to decimate enemy Mechs and Heavy Weapons. They can also detect unseen units.

**Created at: Troop Centre**





GALACTIC  
EMPIRE

### Anti-Air Trooper

Each civilisation gains these Tech Level 2 Troopers, which are armed with powerful missile launchers specifically designed to destroy flying units. Anti-Air Troopers are adept at this designation—but their weapons are useless against ground troops.

Created at: Troop Centre



TRADE  
FEDERATION

### Heavy Anti-Air Trooper

At Tech Level 3, Anti-Air Troopers may be upgraded so that their missiles are even deadlier to airborne assailants. Furthermore, Heavy Anti-Air Troopers are tougher than their standard counterparts. However, they still cannot attack ground units.

Created at: Troop Centre



REBEL  
ALLIANCE

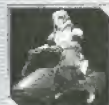
### Grenade Trooper

At Tech Level 2, each civilisation may train these specialised Troopers that carry powerful, explosive charges. They are costlier than standard Troopers are, but their weapons damage all enemies in the area of impact. They can be very effective against Mechs.

Created at: Troop Centre

## MECH UNITS

Initially available for production at Tech Level 2, fighting forces designated as Mechs typically comprise a wide range of multipurpose attack and reconnaissance vehicles—or animals, in the Gungans' case. Mechs are especially effective when supported by contingent's of Troopers, and they're typically more expensive and slower to produce than Troopers are.



GALACTIC  
EMPIRE

### Scout

These rather flimsy units are very quick, and thus ideal for reconnaissance both at the beginning of a battle, and throughout. Note that while you'll often have access to a Scout unit at the beginning of a battle, you will not be able to build additional Scouts until you reach Tech Level 2. Furthermore, remember that Scout units carry advanced sensors capable

of detecting otherwise invisible enemy forces.

Created at: Mech Factory

### Strike Mech



TRADE  
FEDERATION

These powerful, highly mobile Tech Level 3 weapons platforms are perfect for disrupting enemy infantry formations and also against enemy Troopers.

Created at: Mech Factory



GALACTIC  
EMPIRE

### Heavy Strike Mech

At Tech Level 4, Strike Mechs may be enhanced with thicker, more durable armor plating to become even stronger and tougher, making them all the more effective for crowd control.

Created at: Mech Factory



REBEL  
ALLIANCE

### **Mech Destroyer**

Mech Destroyers are Tech Level 3 units that are engineered for the specific purpose of efficiently eliminating other Mech units—that is, anything built from the Mech Factory is vulnerable to these specialised machines. However, they are less effective against Troopers. Fortunately, they have a limited capacity to carry friendly Troopers into battle.

**Created at: Mech Factory**



TRADE  
FEDERATION

### **Heavy Mech Destroyer**

Hardier and stronger than standard Mech Destroyers, these Tech Level 4 weapons can destroy enemy weapons platforms with relative ease. Troopers may pose more of a threat, though, which may be mitigated by the Heavy Mech Destroyer's own ability to transport Troopers.

**Created at: Mech Factory**



WOOKIEE

### **Assault Mech**

Perhaps the most powerful product of the Mech Factory, the Assault Mech can deliver a powerful, explosive attack that severely damages everything in its wide blast radius—especially Ships. In addition, Assault Mechs may be used to transport smaller forces, such as Troopers, within their thickly armoured confines. Note that Assault Mechs cannot attack

effectively at close range and cannot attack air units.

**Created at: Mech Factory**



GALACTIC  
EMPIRE

### **Heavy Assault Mech**

Heavy Assault Mechs gain an appreciable bonus to their hit points and feature enhanced weapons to boot, making these powerful war machines a real force to be reckoned with. They can transport smaller units and are especially effective against Ships. Note that Assault Mechs cannot attack effectively at close range.

**Created at: Mech Factory**

## **JEDI/SITH UNITS**

The Jedi and the Sith are ancient orders of warriors who devote themselves to the light side and the dark side of the Force, respectively. Their unwavering dedication to the Force grants Jedi and Sith powerful fighting abilities—and a host of other skills. Jedi and Sith units are also singularly capable of recovering Holocrons from the battlefield. When returned to a Temple, Holocrons generate a steady stream of nova crystals.



REBEL  
ALLIANCE

### **Jedi Padawan/Sith Apprentice**

Available at Tech Level 2, these warriors-in-training are already proficient with their weapon of choice: the lightsaber, an energy blade of exceptional speed and power. Their lightsabers thus make these students of the Force effective against enemy Troopers as well as some Mechs.

**Created at: Jedi/Sith Temple**





REBEL  
ALLIANCE

### Jedi Knight/Sith Knight

Full-fledged Jedi Knights and Sith Knights become available at Tech Level 3, and are much stronger than the trainee Jedi and Sith that are initially available. Not only can Knights absorb much more damage, but they're even better in battle—and, more importantly, they gain the ability to convert enemy units to their cause. Click the Convert button and then click a target to use this power. Jedi and Sith Knights can master several other tricks as well, including being able to conceal themselves from plain sight—and detecting other units capable of doing so.

Created at: Jedi/Sith Temple



REBEL  
ALLIANCE

### Jedi Master/Sith Master

These masters of the Force are only available at Tech Level 4, and are much stronger and tougher than even their brethren Knights. Thus not only can these warriors rend asunder entire ranks of enemy Troopers and Mechs, but the Force gives them great powers indeed: They can convert enemy units to their cause, and masters of the Force may even learn to convert buildings and Heavy Weapons platforms.

Created at: Jedi/Sith Temple

## NAVAL UNITS

The sea provides a boundless tactical advantage for your civilisation—it contains a vital source of food, and may also be the key to exploiting the weaknesses of an opponent's defenses. You'll need to build a Shipyard to produce seafaring units. Note that the Gungans have particular Ship units that are submersible, and thus undetectable by standard sensors.



REBEL  
ALLIANCE

### Utility Trawler

The Utility Trawler is a defenceless construction vehicle that doubles as a fishing boat. Besides gathering food from the sea, it may be used to create AquaHarvesters, which are renewable aquatic food sources similar to Farms. Note the Gungan Utility Trawler may even construct underwater Prefab Shelters, for supplying Gungan forces.

Created at: Shipyard

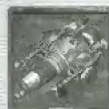


GALACTIC  
EMPIRE

### Light Frigate

Available at Tech Level 2, this speedy vessel is equipped with a basic energy weapon, making it suitable both for scouting and defence. It is also capable of detecting hidden units, including enemy submersibles. Note that its attack is ineffective against structures.

Created at: Shipyard

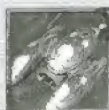


WOOKIEE

### Frigate

A step up from the Light Frigate, this Tech Level 3 vessel is marginally enhanced in its strength and durability. It can detect concealed units, such as enemy submersibles.

Created at: Shipyard



GUNGAN

### Advanced Frigate

Some civilisations gain the Advanced Frigate at Tech Level 4. It features further improved offensive and defensive capabilities, making it versatile in most situations. It can detect concealed units, such as enemy submersibles.

Created at: Shipyard



GALACTIC  
EMPIRE

### Transport Ship

Though this Tech Level 2 vessel is unarmed, the Troopers it can ferry about have no such limitations. The Transport Ship is relatively well armoured, but still cannot withstand concentrated fire for long—and if it's scuttled, then all its contents will be lost. You may load Troopers into the transport by selecting them and right-clicking on it. Then use the Unload button when close to shore.

Created at: Shipyard



ROYAL  
NABOO

### Destroyer

The Tech Level 3 Destroyer is a speedy craft that's specifically suited towards eliminating other sea vessels—particularly slower ones, such as Cruisers. The Destroyer's short-ranged attack leaves it vulnerable to concentrated fire.

Created at: Shipyard



GALACTIC  
EMPIRE

### Heavy Destroyer

Available at Tech Level 4, the Heavy Destroyer is tougher and stronger than its standard counterpart. It too excels at eliminating other sea vessels, though its lack of range still proves to be a disadvantage against multiple-ranged units.

Created at: Shipyard

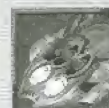


TRADE  
FEDERATION

### Anti-Air Destroyer

Though it cannot attack land or sea units, the Tech Level 3 Anti-Air Destroyer can quickly make short work of anything that flies.

Created at: Shipyard



GUNGAN

### Heavy Anti-Air Destroyer

The Tech Level 4 enhanced version of the Anti-Air Destroyer is not only tougher and stronger, but its surface-to-air missiles have homing capabilities, making them virtually indefensible.

Created at: Shipyard



REBEL  
ALLIANCE

### Cruiser

First available at Tech Level 4, Cruisers fire devastating artillery volleys at an extreme range, making them ideal for coastal bombardment. They are otherwise susceptible to aerial attacks or to quick strikes from faster vessels.

Created at: Shipyard





GUNGAN

### Advanced Cruiser

Boasting even superior range and firepower, Advanced Cruisers can lay waste to installations that aren't even near the coast. Only the Cannons available to each civilisation have comparable reach and damage potential.

**Created at: Shipyard**

## HEAVY WEAPONS UNITS

These lumbering siege weapons become available at Tech Level 3, and may then be additionally enhanced at Tech Level 4. Built from the Heavy Weapons Factory, Heavy Weapons units serve various supporting roles, and are capable of inflicting tremendous damage if used correctly. They are generally vulnerable to concentrated attacks from enemy Troopers, and as such must be used with care.

GALACTIC  
EMPIRE

### Artillery

These weapons deliver an explosive blast from long range, which can damage groups of units—and can especially damage Walls, buildings, trees and energy shields. Use Artillery with caution; these units are vulnerable and ineffective in close quarters, and their attack may injure your forces if they're caught within the blast.

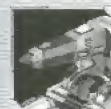
**Created at: Heavy Weapons Factory**

GALACTIC  
EMPIRE

### Heavy Artillery

Heavy Artillery units gain a very significant bonus to their attack strength, and though they're also tougher, they essentially share the same weaknesses as their standard counterparts.

**Created at: Heavy Weapons Factory**

GALACTIC  
EMPIRE

### Anti-Air Mobile

Useless against a ground assault, Anti-Air Mobile Heavy Weapons can obliterate Aircraft with ease—and they're also well protected against airborne attacks, making them ideal in conjunction with groups of relatively frail Anti-Air Troopers.

**Created at: Heavy Weapons Factory**

TRADE  
FEDERATION

### Heavy Anti-Air Mobile

Not only do Heavy Anti-Air Mobile weapons platforms pack much more of a punch than the standard versions, but they boast superior range and are even tougher. No flying unit can withstand their attack—though ground units can fire at them unchallenged.

**Created at: Heavy Weapons Factory**



WOKIEE

### Pummel

These Heavy Weapons platforms are extremely well protected against ranged attacks, and are armed with highly concentrated short-ranged cutting beams that can rip through buildings and defensive structures easily.

**Created at: Heavy Weapons Factory**



GALACTIC  
EMPIRE

### Heavy Pummel

Heavy Pummels are enhanced to be even more resistant to damage of all kinds, and their close-range attack is even more damaging to buildings and defenses.

Created at: Heavy Weapons Factory

## AIRCRAFT UNITS

The Air Base becomes available at Tech Level 3 and lets you construct Aircraft, including all-purpose Fighter craft, specialised Bomber units, and Air Transports. Aerial units have little to fear—most other types of units can't target them. However, Anti-Air Turrets and ground units especially designed to combat Aircraft can quickly destroy them. Air units are very versatile, but must be deployed cautiously. Note that some civilisations' Air Base units may gain regenerative shielding, which effectively doubles their hit points.



REBEL  
ALLIANCE

### Air Transport

The unarmed Air Transport can move freely over terrain, deploying ground troops to any location. It is sufficiently armoured to withstand some damage, but should it be destroyed, its contents will be eliminated also. To load units in an Air Transport, select them and right-click on the Air Transport. Then use the Unload button and click on the point at which you want them relocated.

Created at: Air Base



GALACTIC  
EMPIRE

### Bomber

Bombers have no air-to-air fighting capability, but carry slow-firing weapons that can cause tremendous damage to buildings as well as groups of ground units. Bombers are especially effective against Power Core structures, making them ideal for slowing a rival civilisation's production and economy.

Created at: Air Base



REBEL  
ALLIANCE

### Enhanced Bomber

Enhanced Bombers gain slight bonuses to their hit points and attack ratings, but remain relatively slow and thus much more effective in groups, and with escort Fighters.

Created at: Air Base



TRADE  
FEDERATION

### Advanced Bomber

The Advanced Bomber gains additional bonuses to its hit points and attack strength, making it extremely efficient at devastating virtually anything on land or sea. It still cannot attack other flying units, however.

Created at: Air Base



GALACTIC  
EMPIRE

### Fighter

This all-purpose flying vehicle is quick and capable of delivering surgical strikes against any other unit, flying or otherwise. It is most useful as a support unit. The Fighter is best suited for attacking those forces that cannot retaliate—for instance, workers, Troopers, and Bombers.

Created at: Air Base





ROYAL NAVBOO

### Fast Fighter

The Fast Fighter gains a bonus to its speed, hit points, and attack ratings, making it more viable in many situations. It is very susceptible to anti-aircraft fire, and should be used ideally to assault undefended areas or to protect against Bombers.

Created at: Air Base



REBEL ALLIANCE

### Advanced Fighter

The Advanced Fighter improves on the Fast Fighter's design with additional speed and slightly improved durability. This doesn't make it powerful enough to withstand concentrated anti-air fire, but it is quick enough to retreat from dangerous situations, and to concentrate its attack on undefended areas.

Created at: Air Base

## FORTRESS UNITS

The Fortress provides some of the most powerful and necessary units of the game. Each civilisation's unique unit is housed here, along with Cannons for devastating bases, and Bounty Hunters for detecting and disposing of Jedi/Sith.



TRADE FEDERATION

### Cannon

Each civilisation may construct its own powerful Cannon at Tech Level 4. These slow-moving, vulnerable artillery pieces cannot fire until deployed. Then, the Cannon's extremely long-ranged attack can easily destroy enemy buildings and Walls. Cannons are also effective against Ships, and their attacks can even be used to deforest areas. Note that Cannons have a minimum effective range, and thus are susceptible to ambushes. Also

note that Cannons cannot move while deployed, just as they cannot attack while undeployed. It takes a few moments for Cannons to switch between their two states, and they are always produced from the Fortress in undeployed form. To use an undeployed cannon, click on a target, and the cannon will move to its maximum range, undeploy automatically, and fire at the target.

Created at: Fortress



GALACTIC EMPIRE

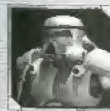
### Bounty Hunter

These intergalactic mercenaries may be recruited by civilisations at Tech Level 3. While Bounty Hunters can fight many threats, including Troopers and some Mechs, their true talents lie in combating Jedi and Sith units. Bounty Hunters are even equipped with advanced sensors capable of unveiling hidden units.

Created at: Fortress

## Unique Units

Below are the civ-specific Fortress units.



GALACTIC EMPIRE

### Dark Trooper Phase 1 & Dark Trooper Phase 2 (Galactic Empire Only)

This experimental Tech Level 3 ranged attack unit is more effective than Strike Mechs at dispersing enemy infantry formations, and can detect units that are imperceptible to standard scans—units such as concealed Jedi.

Created at: Fortress



ROYAL  
NABOO

### **Royal Crusader & Elite Royal Crusader (Royal Naboo Only)**

The Royal Naboo's mightiest warriors, Royal Crusaders are fearless close-quarters fighters that ride atop powerful mounts, together with which they can decimate ranks of enemy Troopers with relative ease.

**Created at: Fortress**



WOOKIEE

### **Berserker & Advanced Berserker (Wookiee Only)**

Unique to the Wookiees, Berserkers are highly trained, ferocious warriors that can quickly close the distance with any foe. They're superior to Mounted Troopers in their ability to rip apart enemy Mechs and Heavy Weapons platforms. They also benefit from Self Regeneration, an upgrade in the Command Centre.

**Created at: Fortress**



TRADE  
FEDERATION

### **Destroyer Droid & Heavy Destroyer Droid (Trade Federation Only)**

Exclusively manufactured for the Trade Federation, the droideka—also known as the destroyer droid—has an innovative design that lets it travel fairly quickly (by curling up and rolling) over all terrain. It may willingly unfurl and mount a powerful assault. They are even better than Strike

Mechs against enemy infantry. Heavy Destroyer Droids gain personal shielding.

**Created at: Fortress**



GUNGAN

### **Fambaa Shield Generator & Heavy Fambaa Shield Generator (Gungan Only)**

This Tech Level 3 unit—and its Tech Level 4 enhancement—generates a mobile shield that emanates in a fairly wide radius, protecting all Gungan units standing within its confines. The Heavy Fambaa Shield Generator gains an even stronger defence. Fambaa Shield Generators are specifically

designed for defensive purposes, and carry no weapons of their own.

**Created at: Fortress**



REBEL  
ALLIANCE

### **Airspeeder & Armoured Airspeeder (Rebel Alliance Only)**

Unique to the Rebel Alliance, the Airspeeder isn't sturdier or stronger than standard Aircraft, but its specialised weapons systems make it especially effective versus Mechs. Furthermore, the Airspeeder's great speed makes it ideal for reconnaissance missions. Note the Armoured

Airspeeder upgrade is not only tougher, but stronger as well.

**Created at: Fortress**

## **COMMAND CENTRE UNITS**

The Command Centre houses some very valuable units capable of maintaining and building your economy, healing your injured units, and in the case of the Galactic Empire, scouting terrain and detecting stealth units.





GALACTIC  
EMPIRE

### **Probot (Galactic Empire Only)**

The Probot, an Empire-specific unit, is an effective scout and detector of stealth units. Though it is a ranged combat unit, its attack is weak.  
**Created at: Command Centre**



REBEL  
ALLIANCE

### **Worker**

Each civilisation's worker unit fills a wide variety of essential economic roles: among these, the gathering of food, carbon, nova crystals, and ore. Most civs' workers are droids. In order to produce the worker droids, you must pay 50 food to feed the Ugnaughts who build them. Besides the seafaring Utility Trawler, the worker is also the only unit that may construct buildings. Workers can also repair buildings and units for a fraction of their original resource values. To repair an object, simply right-click on it with one or more workers selected. Note workers have a very limited ability to defend themselves, which should be used only in extreme cases. You'll need to build many workers as your civilisation expands, and you'll always need to be mindful of their safety.  
**Created at: Command Centre**



GALACTIC  
EMPIRE

### **Medic**

For a small amount of carbon, you may produce Medic units that are specifically engineered to apply first aid and field surgery to injured biological units. Thus Medics can heal most civilisations' Troopers, while the Gungans' dependency on creatures means most any Gungan unit may thus be restored. See Repairing and Healing units on page 68 of the Appendix for details.

**Created at: Command Centre**

## **OTHER UNITS**

A few miscellaneous units are available that are used, for the most part, to maintain your economy and your other units. These units are not constructed from the same facilities as your primary fighting forces.



TRADE  
FEDERATION

### **Cargo Hovercraft**

Your Spaceport may produce these defenceless vehicles, which are used to exchange resources with other civilisations. The farther your Cargo Hovercraft travels to its destination, the more nova crystals it will return as profit. To begin trade, select your Cargo Hovercraft and right-click the Spaceport of an allied civilisation.

**Created at: Spaceport**



ALL CIVS

### **Holocron**

Relics of the ancient history of the Jedi and the Sith, Holocrons are rare artifacts that contain the wisdom and the teachings of those who are learned in the ways of the Force. Only those who are highly trained in the Force—that is, Jedi and Sith—are capable of unlocking the secrets of these invaluable objects. Jedi and Sith may thus collect Holocrons they

discover on the map, and upon returning them to their Temples, Holocrons will then generate a steady stream of nova crystals for that civilisation. **NOTE:** Holocrons are not created like units, they appear randomly on the map.

## SECTION VIII: TECHNOLOGIES

This section organises most available technology under the building that researches it. Economy-related technologies are pooled under one category. Note that not all civilisations have access to all technology. Furthermore, each of the six civilisations has access to a number of unique technologies, which are interspersed throughout this section in their respective categories. For more information on the buildings and units of *Star Wars Galactic Battlegrounds*, consult Sections VI and VII on page 28 and page 35, respectively.

### COMMAND CENTRE TECHNOLOGIES

Technology available at the Command Centre improves the efficiency of workers, and also enhances your other buildings. The Command Centre also researches new Tech Levels, which give your civilisation access to new units and technologies.



#### Basic Training

Basic Training gives workers units better armor and more hit points, making them tougher to kill.



#### Sensor Beacon

All buildings gain a substantial bonus to their lines of sight with this Tech Level 2 technology.



#### Sensor Array

At Tech Level 3, you can boost your buildings' lines of sight once again with the Sensor Array.



#### Upgraded Motivator

This useful Tech Level 2 enhancement makes your workers move faster and increases their resource-carrying capacity.



#### Optimised Motivator

This Tech Level 3 upgrade makes workers move even more quickly and lets them carry even more resources per trip.



#### Bacta Tanks

Units garrisoned within buildings and Turrets heal at four times the normal garrison heal rate.



#### Self Regeneration (Wookiee Only)

This Tech Level 4 enhancement grants all Wookiee Troop Centre units a substantial bonus to their hit points, and gives all biological Wookiee units the ability to automatically regenerate their health.

### RESOURCE TECHNOLOGIES

Resource technologies are those that improve your resource-gathering abilities one way or another. These technologies are not isolated in any one structure, but are instead spread across the various resource-focused buildings you can produce.



#### Beamdrill Mining (Ore)

Ore miners will work substantially faster with this Ore Processing Centre upgrade.



#### Heavy Duty Beamdrill (Ore)

At Tech Level 2, you can research the Heavy Duty Beamdrill to make workers mine ore even more quickly.





### **Fusion Extractor (Ore) (Trade Federation Only)**

The Trade Federation can dramatically increase its ore-gathering operations by researching this unique Tech Level 4 technology.



### **Beamdrill Mining (Nova)**

Nova crystal miners will do the job more quickly after this Tech Level 2 upgrade is researched at your Nova Processing Centre.



### **Heavy Duty Beamdrill (Nova)**

This Tech Level 3 upgrade again increases the speed at which your workers mine nova crystals.



### **Handheld Carbon Extractor**

Workers will extract carbon from trees or carbon deposits at a significantly faster rate once you research this Tech Level 2 technology from your Carbon Processing Centre.



### **Enhanced Carbon Extractor**

A step up from the Handheld Carbon Extractor, this Tech Level 3 technology will make all of your workers gathering carbon do so even more quickly.



### **Heavy Duty Carbon Extractor**

At Tech Level 4, your carbon processing facility may be used to research an additional upgrade that speeds carbon collection even further.



### **Stimulants**

This Tech Level 2 technology is available at Animal Nurseries, and causes these facilities to produce a flow of food at a slightly faster rate.



### **Genetics**

A Tech Level 3 enhancement to the Stimulants technology, Genetics causes your Animal Nurseries' food production to improve once again.



### **Cloning**

The rate at which food is generated at your Animal Nurseries is further enhanced by this Tech Level 4 technology.



### **Irrigation**

Available at the Food Processing Centre, this Tech Level 2 upgrade makes Farms more efficient, allowing them to produce more food before they need to be replanted.



### **Harvesting Program**

Irrigation may be further enhanced with the Harvesting Program technology made available at Tech Level 3, which not only lets Farms produce more food before they have to be replanted, but also gives workers tending the fields a slightly increased food-carrying capacity.



### **Advanced Harvesting Program**

This Tech Level 4 farming technology makes Farms even richer, so that they rarely need to be replanted.

## SPACEPORT TECHNOLOGIES

At the Spaceport you can research important upgrades that improve trading with your allies, and even allow you to see what they see.



### **Holonet Transceiver**

Available at the Spaceport, this Tech Level 2 technology lets you see what your allies see on the main map and on the Mini-Map.



### **Hutt Endorsement**

This Tech Level 2 Spaceport upgrade nominally reduces the tribute fee to other civilisations.



### **Galactic Banking**

At Tech Level 3, you may eliminate the tribute fee altogether by researching Galactic Banking at your Spaceport.



### **Galactic Trade Commission**

Spaceports are used to buy and sell resources, and with this Tech Level 4 technology, the trading fee for exchanging resources is substantially reduced.



### **Altered Bargains (Galactic Empire Only)**

At Tech Level 4, the Galactic Empire has the ability to eliminate resource-trading fees completely using this Spaceport technology.



### **Neimoidian Endorsement (Trade Federation Only)**

This Tech Level 3 Spaceport technology lends the Trade Federation the endorsement of its Neimoidian sponsors, thus allowing buildings to be constructed at a reduced cost.



### **Market Insider Trading (Trade Federation Only)**

Similar to the Neimoidian Endorsement, this Tech Level 3 Spaceport technology allows the Trade Federation to research any additional technologies at a reduced price.



### **Market Control (Trade Federation Only)**

At Tech Level 4, the Trade Federation gains the ability to completely eliminate resource-trading fees.

## TROOP CENTRE TECHNOLOGIES

Though Trooper weapons and armor may be upgraded at the War Centre, the Troop Centre itself can enhance your infantry's mobility, line of sight, and more.



### **Macrobinoculars**

This Tech Level 2 technology grants all your Troopers increased line of sight.



### **Portable Scanners**

Though it doesn't affect Mounted Troopers, this Tech Level 3 enhancement to Macrobinoculars gives all other Troopers an even greater field of vision, and longer range.



### **Integrated Rangefinder**

Like the Portable Scanners technology, this Tech Level 4 upgrade enhances most Troop Centre units with additional view range and weapons range.





### **Droid Assistants**

This Tech Level 4 technology significantly increases the production rate for Troop Centre units.



### **Lighter Armor**

By enhancing infantry armor without compromising its durability, this Tech Level 3 upgrade effectively allows all Troop Centre units to move more quickly.



### **Dexterity**

Special training brought on by this Tech Level 4 upgrade makes all Troop Centre units move even faster.



### **FarSeeln Binoculars (Gungan Only)**

Though they cannot research the integrated Rangefinder technology, Gungan Troopers gain an equivalent bonus to their range and line of sight from this Tech Level 4 upgrade.



### **Explosive Yields Increased**

This Tech Level 4 upgrade greatly increases the effectiveness of your Grenade Troopers, causing their explosive attacks to affect a much greater area.

## **MECH FACTORY TECHNOLOGIES**

Though Mech weapons and armor may be upgraded at the War Centre, the Mech Factory itself can bolster your Mechs' armor levels and speed ratings.



### **Upgraded Generator**

At Tech Level 3, you may research an Upgraded Generator that causes all of your Mech units to move more quickly.



### **Advanced Generator**

An improvement to the Upgraded Generator, this Tech Level 4 technology confers an additional speed boost to all Mech Factory units.



### **Walker Research**

#### **(Galactic Empire Only)**

At Tech Level 4, the Galactic Empire may research this technology, which reduces the minimum range of its AT-AT Assault Mechs, effectively granting them even greater potential for destruction.



### **Gungan Creature Armor (Gungan Only)**

This Tech Level 4 upgrade augments the resiliency of all Gungan Mech Factory units, thereby letting them absorb more damage.



### **Advanced Redesign**

This Tech Level 4 technology bestows a hit point bonus to all Mech Factory units, and also enhances Mech Destroyers to be even more effective against Assault Mechs.



### **Wookiee Ingenuity (Wookiee Only)**

Wookiees may research this Tech Level 4 technology, which streamlines the Mech production process and thus allows Wookiees to produce Mechs at a significantly lower cost.



### **Technicians**

This Tech Level 4 enhancement grants all Mech Factory units a significant hit point bonus.

## JEDI/SITH TEMPLE TECHNOLOGIES

Jedi and Sith Temples don't offer many options when they first become available, but by Tech Level 4, they allow you to enhance your Jedi and Sith units with a variety of different abilities.



### Jedi/Sith Stamina

Jedi and Sith Knights and Masters will regain their ability to convert units much more quickly after a successful conversion once you've researched this technology.



### Jedi/Sith Agility

This skill grants all Jedi and Sith units a speed bonus to movement.



### Force Strong

Jedi and Sith Masters gain an even greater range for their ability to convert units, thanks to this ability.



### Jedi/Sith Concentration

The Concentration skill allows Jedi and Sith Masters to convert Heavy Weapons and some buildings, in addition to standard units.



### Jedi/Sith Purge

Rather than let your forces fall into enemy hands, this defensive skill causes your units to destroy themselves rather than allow themselves to turn against you when they are converted by an opposing Jedi or Sith.



### Faith in the Force

This important Tech Level 4 technology gives almost all your units the ability to more effectively resist Jedi or Sith conversion, making them half as likely to turn against you.



### Force Influence

Though normally immune to their own abilities, this technology allows Jedi and Sith Masters to convert opposing Jedi or Sith to their cause.



### Jedi/Sith Meditation

After a group of Jedi or Sith turn an enemy unit, only one Jedi/Sith has to rest before another attempt.



### Jedi/Sith Perception

This ability gives Jedi and Sith Knights and Masters the ability to detect otherwise invisible units.



### Jedi/Sith Mind Trick

Knowing the Mind Trick grants Jedi and Sith the ability to conceal themselves from view, rendering them invisible to all but the most advanced sensor systems.

## FORTRESS TECHNOLOGIES

Your Fortress offers a number of useful upgrades to your production and your military capability, though most of these technologies are only available at Tech Level 4.



### Battle Armor (Royal Naboo Only)

The only Tech Level 3 technology available from the Fortress, Battle Armor grants a bonus to the hit-points of all units produced at the Fortress, including Bounty Hunters, your civilisation's unique unit, and Cannons.



### Shielding (Royal Naboo Only)

This Tech Level 4 technology bestows Naboo's Royal Crusaders with a personal shielding system, making them much more resistant to injury.





### **Bothan SpyNet**

The SpyNet grants you the ability to see what your opponent sees.



### **Taxation (Royal Naboo Only)**

The Royal Naboo may develop a unique taxation system by means of this Tech Level 4 technology, which translates into a greatly reduced production cost for all its military forces.



### **Attack Programming**

This technology enhances your civilisation's worker units, granting them a substantial attack bonus against buildings and defensive structures such as Turrets and Walls.



### **Automated Process**

This important enhancement accelerates your ability to produce military units by 33 percent, effectively letting you rally more forces more quickly.



### **Presidium**

This technology reinforces all of your Fortresses, making them much tougher.



### **Berserker Jet Packs (Wookiee Only)**

These personal jet packs make Wookiee berserkers even faster, and thus even deadlier.

## **HEAVY WEAPONS FACTORY TECHNOLOGIES**

In the latter Tech Levels, the Heavy Weapons Factory may also be used to develop technology that improves the efficiency of the units it manufactures.



### **Strengthened Frame**

This Tech Level 3 upgrade grants Heavy Weapons a bonus to hit points, rendering them more resistant to enemy attack.



### **Reinforced Frame**

At Tech Level 4, the Reinforced Frame technology gives Heavy Weapons even more hit points.



### **Creature Training (Gungan Only)**

Uniquely available to the Gungans, this ability lets them specialise their Heavy Weapons to be even more effective in their respective roles. That is, Pummels will be much more effective against Walls; Mobile Anti-Air weapons will be even stronger versus flying units; and Artillery will cause even more damage to buildings.



### **Mechanics**

Heavy Weapons are slow, but with this Tech Level 4 enhancement, they will move significantly faster.



### **Forest Vision (Wookiee Only)**

Wookiees may develop this technology, which gives all Heavy Weapons units a bonus to their line of sight, and a bonus to their range. Note that the Pummel's range will not be affected.

## WAR CENTRE TECHNOLOGIES

The War Centre is the focal point of your research and development for military purposes. It's mainly used to enhance the attack and defence ratings of your various units, though some of its technologies can also improve buildings.



### Basic Armor

This Tech Level 2 upgrade gives all Troop Centre units a bonus to their armor, which helps defend them against both ranged and close-quarters attacks.



### Light Armor

The Tech Level 3 armor enhancement grants an additional defensive bonus to Troop Centre units.

### Heavy Armor



At Tech Level 4, Troop Centre units' armor may be improved even further.



### Elevation Tracking

This Tech Level 2 technology enhances Mechs and Ships, as well as Command Centres, Fortresses, and Turrets, with bonuses to their attack ratings, their maximum range and their line of sight.

### External Sensor Pod



At Tech Level 3, all units and structures bolstered with Elevation Tracking technology may be similarly enhanced one step further by means of External Sensor Pod research.



### Targeting Sensor

Targeting Sensor technology again applies to Mechs, Ships, and defensive structures, granting them even greater attack strength, range and line of sight.



### Light Plating

Much like basic armor for Troopers, this Tech Level 2 technology boosts the defensive ratings for Mechs.



### Medium Plating

The next level of Mech plating makes them more damage-resistant.



### Heavy Plating

This Tech Level 4 technology makes Mechs even more durable.



### Primary Focusing Coils

By researching this optimised blaster-firing mechanism, you grant your Troop Centre and Mech Factory units a bonus to their attack strength.



### Cooling Sleeves

At Tech Level 3, further enhancements to your Troopers' and Mechs' blasters can make their firepower even stronger.



### Advanced Power Pack

The ultimate in blaster technology, this Tech Level 4 upgrade effectively doubles the effects of the previous Trooper and Mech weapons enhancements.



### Redesigned Specifications

This Tech Level 3 upgrade improves the design of your Ships, making them more resistant to damage and also allowing Transports to carry additional troops.



### Advanced Propulsion

By researching superior underwater propulsion systems, you can cause all your Ships to move considerably faster thanks to this Tech Level 4 upgrade.





### **Grenadier Training**

At Tech Level 3, you may develop new techniques that enhance your Grenade Troopers, allowing them to attack twice as quickly as before.



### **Redoubled Efforts**

By focusing the development of your navy, this Tech Level 4 upgrade makes all your Shipyard units much cheaper to produce.



### **Advanced Scanning**

All Ships may be equipped with high-end detecting capabilities thanks to this Tech Level 4 upgrade. Submersible units will thus no longer be able to hide.



### **Faster Growth Chambers (Gungan Only)**

At Tech Level 4, the Gungans gain the unique ability to boost production of their organic Ships, by growing them more quickly than normal.



### **Tougher Armor (Rebel Alliance Only)**

By developing new and improved defensive technology, the Rebels can grant all their Troop Centre units additional hit points, making them much tougher in battle.

## **RESEARCH CENTRE TECHNOLOGIES**

The Research Centre's multipurpose technology research projects are all military in nature, as they are used to improve ranged weapons or to bolster the integrity of your structures.



### **DuraSteel Support Beams**

Not only does this Tech Level 3 technology boost your buildings' hit points, and makes them more heavily armoured as well.



### **Permacite Plating**

An improvement to DuraSteel Support Beams technology, Permacite Plating makes your buildings even denser and tougher.



### **Ion Accu-Accelerator**

By concentrating the firepower of your Turrets, this technology grants them a significant bonus to their damage rating, and makes them especially effective against hostile Ships.



### **Rotation Bearings**

Normally, Turrets and Fortresses cannot target units that are directly adjacent to them. However, with this Tech Level 3 technology, they no longer have such limitations.



### **Power Calibrator**

This technology increases the speed at which your workers can build structures by 20 percent.



### **Tracking and Targeting Computer**

Faster moving units can sometimes avoid blaster fire—but they'll have a much harder time doing so once you've developed this Tech Level 3 technology, which lets all your ranged attack units hit moving targets more easily.



### **Homing Sensors**

By developing these new sensors specialised against Aircraft, you can grant all your Anti-Air units an additional attack bonus, making them even more lethal.



## Heavy Weapons Engineers

This Tech Level 4 research project grants your Heavy Weapons and Cannons a significant damage bonus against buildings, and greater range. Pummels' range cannot be increased, while the Anti-Air Mobile cannot attack buildings.

## AIR BASE TECHNOLOGIES

The Air Base is a self-contained facility that not only manufactures all the flying units available to your civilisation, but is responsible for researching all the technology that can enhance them.



### Flight School

The nature of flight is such that your Aircraft will have a harder time hitting targets than units firmly rooted on the ground. Fortunately, the Tech Level 3 Flight School research project greatly improves their ability to hit.



### Advanced Flight School

A Tech Level 4 enhancement to the Flight School research program, Advanced Flight School makes your Aircraft deadly accurate in battle.



### Enlarged Bomb Hold

This Tech Level 3 technology increases the payloads of your Bomber units, making their attacks cause damage in a much wider radius than before.



### Efficient Manufacturing

Developing this Tech Level 4 research project redefines your Air Base manufacturing operations, letting you produce Aircraft at a reduced cost.



### Shield Modifications

This significant Tech Level 4 technology bestows all Aircraft with regenerating personal shields, effectively doubling the amount of damage they can withstand.



### Armoured Plating

At Tech Level 4, you may research this advanced, lightweight armor that makes your Aircraft much more resistant to enemy fire.



### Advanced Engines (Royal Naboo Only)

The Royal Naboo singularly possess technology for Advanced Engines that lets all their Aircraft manoeuvre appreciably faster than the equivalent Aircraft of their rivals.



## MULTIPLAYER GAMES

Multiplayer games give you the opportunity to play against other human and/or computer-controlled players, opening up an entirely new level of challenging gameplay. You can battle your opponents in a variety of locations, from standard maps to special *Star Wars* locale maps. Eight players can play over an Internet, LAN, or IPX connection. Two players can connect with a modem or serial connection, although up to six additional computer-controlled players can be added for the game.

### CONNECTING TO A MULTIPLAYER GAME

There are many ways to establish connections for multiplayer games. On the *Star Wars Galactic Battlegrounds* Main Menu, click on the icon for Multiplayer or access the Zone, yet another way you can play online. See page 57 for details on using Zone.com™. Clicking Multiplayer will prompt you to enter a name if you haven't done so already. Type a name and click OK. On the right side of the screen, you will now see a window with the various connection types listed.

- **Internet TCP/IP for DirectPlay:** Choose this connection type to play over the Internet. You will need to know the IP address of the host. If you are the host, be sure to give your IP address to each client so they can connect to your game via the Internet.
- **IPX Connection for DirectPlay:** Choose this connection type if you have an IPX LAN. Available games will appear in the window beneath Show Games.
- **Local (LAN) TCP/IP Connection:** Choose this connection type if you have a TCP/IP LAN. Available games will appear in the window beneath Show Games.
- **Modem:** Choose this connection type to play games with your friends using your modem.
- **Serial Connection for DirectPlay:** Choose this connection type if you have two computers connected with a null modem cable. Please note that a standard serial cable will not work; you must use a null modem cable.
- **Microsoft®'s the Zone.com™:** Accessed from the Main Menu, this is Microsoft®'s Internet gaming environment that allows you to play multiplayer games on the Internet. A more detailed discussion of Microsoft's the Zone.com can be found on page 57.

**NOTE:** If any of the above connection types do not appear in your Multiplayer window, it is because you do not have that kind of connection type available. LucasArts Entertainment Company LLC does not currently provide its own hosting services for multi-user gameplay over the Internet, and players may therefore need to locate their own game matching service in order to engage in online multi-user play.

### HOSTING A MULTIPLAYER GAME

Hosting a game follows the same steps for all connection types:

1. Launch the game.
2. Click the Multiplayer option on the Main Menu.
3. This will prompt you to enter a name if you have not already. Type a new name and click OK.
4. Click the connection type you will use for your game.

5. If you are using IPX or LAN, simply click Create. If you are using an Internet TCP/IP, modem or serial connection, follow these steps:
  - a) **Internet TCP/IP Connection:** Be sure you are already connected to your Internet Service Provider. On the *Star Wars Galactic Battlegrounds* Main Menu, click Create. The Multiplayer Game screen will appear. In the lower-middle of the screen is the IP button. Click on this to see your IP address. If two are listed, you generally want to use the second one, as the first one is typically the LAN IP address. Give your IP address to clients who will be joining the game.
  - b) **Modem Connection:** Be sure your friend has your modem phone number. Click Create. A prompt will appear. Select the modem you wish to use, and click Answer. When your friend dials up to your modem, you will be taken to the Multiplayer Game screen.
  - c) **Serial Connection:** Click Create. Select the appropriate COM port that your null modem cable is attached to. Click OK. You will be taken to the Multiplayer Game screen.
6. The Multiplayer Game screen will open, providing you with many options for customising your game.
7. Using the pull-down menus, choose the Game Settings you prefer. For a discussion on the various Game Settings, see Multiplayer Setup on page 58.
8. Under Name, you will see your own name followed by seven positions, which can be filled by other players. An Open position will allow anyone to join. To close a position, thereby limiting the number of players who can join, use the pull-down menu and select Closed. You can also eject players from a game by selecting Closed from the menu next to their names.
9. When you are ready, click the circle next to I'm Ready!
10. When all players are ready, click the Start Game button to begin the game.

## JOINING A GAME

Depending on your connection type, joining a game has several different procedures.

### Internet TCP /IP for DirectPlay

1. First connect to your Internet Service Provider.
2. On the Main Menu, click on Multiplayer, then double-click on the Internet TCP/IP connection type.
3. A prompt will appear, asking you to enter the IP address of the host. Enter this address. Include any periods (example: 202.7.42.200). Make sure there are no spaces on either side of the number. Click OK.
4. The game will appear in the window under Show Games. Select it and click Join. This will take you to the Multiplayer Game screen.

### IPX Connection for DirectPlay

1. On the Main Menu, click on Multiplayer, then click on the IPX Connection type.
2. A list of existing games will appear under Show Games.
3. Select the game you want and click Join. This will take you to the Multiplayer Game screen.



### Local (LAN) TCP/IP Connection

1. On the Main Menu, click on Multiplayer, then click on the Local (LAN) TCP/IP Connection type.
2. A list of existing games will appear under Show Games.
3. Select the game you want and click Join. This will take you to the Multiplayer Game screen.

### Modem

1. On the Main Menu, click on Multiplayer, then double-click on the Modem connection type.
2. A prompt will appear, asking you to enter the phone number of the modem you are connecting to. You do not need to type the dashes. Remember to include a "1" (one) and the area code if it will be a long distance call, and 9 if you are dialling out of a PBX (telephone switchboard). You will see the type of modem installed on your machine below the number field. Click in this area to change devices.
3. Click OK to connect to the modem.
4. The game will appear in the window under Show Games. Select it and click Join. This will take you to the Multiplayer Game screen.

### Serial Connection

1. You must have a null modem cable for this connection. A standard serial cable will not work.
2. On the Main Menu, click on Multiplayer, then double-click on the Serial connection type.
3. A configuration window will appear. You must know what COM port your null modem cable is connected to. Select the appropriate COM port and click OK.
4. The game will appear in the window under Show Games. Select it and click Join. This will take you to the Multiplayer Game screen.

### Joining and Hosting Games on Microsoft's the Zone.com

1. To play games on Microsoft's the Zone.com, you will need:
  - Internet Explorer (3.2 or later) or Netscape Navigator (4.0 or later)
  - 32-bit dial-up networking (Modem or ISDN) or direct connection (T1, xDSL, Cable, etc.) to the Internet
2. Be sure you are already connected to your Internet Service Provider.
3. On the Main Menu, click on the Zone.com™ icon.
4. Click on the Go to the Zone button on the bottom right side of the screen.
5. This will cause **Star Wars Galactic Battlegrounds** to close.
6. Your browser will take you to the Microsoft's the Zone.com.
7. Once the Zone page loads, enter your Zone name and password. If you do not have one yet, the Zone will walk you through registration.
8. You will be taken to the **Star Wars Galactic Battlegrounds** page. Click a Standard or Tournament room to enter.
9. You can now host or join a game.

There are many helpful sections on Microsoft's the Zone.com, including walkthroughs for connecting to games there. You can also find tips and strategies, as well as tournaments and events.

## MULTIPLAYER SETUP

Clicking on Join or Create will open the Multiplayer Game screen. Only the host can modify the Game Settings, but players can choose their teams and civilisations, as well as their player colour, number, and map position.

The Multiplayer Game screen has several sections. The top-left window lists the players, their team numbers and civilisations. The top-right box contains Game Settings. The bottom-left box contains the buttons necessary for starting and cancelling games. The bottom-right box contains help text that will appear when you float your mouse pointer over different options.

The following is a rundown of the various options available on the Multiplayer Game screen:

### In the upper left of the screen:

- **Name:** Displays names of the host and players. The host can click on the arrow to the left of a name to open several options. Open leaves the position open to joining players. Closed closes that position and ejects any existing player already in that spot from the game. Computer assigns a computer player to that position.
- **Ping:** This number shows you how fast the communication is between you and other players. The smaller the number, the faster the communication.
- **Civilisation:** The default setting is Random, which will randomly choose one of the six civilisations for the player in that position. The arrow to the left is used to choose a particular civilisation.
- **Player:** Click in this box to select your colour and starting position on the map. The colour of the number is the colour you will represent on the map. If two or more players choose the same player number, they can play a cooperative game in which they share control of the same civilisation.
- **Team:** Click in this box to choose a team number. Players with the same number will be on the same team. If you do not wish to be on a team, leave the dash in the box.

### In the middle left of the screen:

This is the Chat Window. To speak to other players, type in your comment and press ENTER. Your message will appear in the Chat Window, where others can read it. Messages from other players appear in the Chat Window, as well. To scroll through the chat that has occurred since you joined the game, press either the UP or DOWN ARROWS, or press the PAGE UP or PAGE DOWN keys on your keyboard.

### In the lower left of the screen:

- **I'm Ready:** Click in the box next to I'm Ready! when you are ready to start the game. The names of players who are ready appear green, while the names of players who are not ready appear red.
- **Technology Tree:** This button has several small squares joined by thin lines. Click on this to see the Technology Tree, which lists the units and upgrades for each civilisation, as well as where to find them.
- **IP:** Clicking on this button will bring up your IP address. If there is more than one address listed, the top address is generally your local LAN address. If you are hosting, it is the bottom IP address you will want to give to clients connecting to your game via the Internet.



- **Start Game:** The game host will click this button when all players are ready.
- **Cancel:** Click this button if you joined or created a game you do not wish to play. This will return you to the Main Menu.

### In the upper right of the screen:

Game Settings are adjusted here.

- **Game Type:** Choose the type of game you want to play.
- **Map Type:** Choose between a Standard map and a *Star Wars* Locale map.
- **Location:** Select the distribution of land and water on a map, or choose a specific *Star Wars* Locale. A description of the terrain will appear in the Help window when you mouse over the name of each location.
- **Map Size:** Choose the map size appropriate for the number of players in the game.
- **Difficulty:** Choose the difficulty level that the computer players, if any, will compete on.
- **Resources:** Choose the amount of carbon, food, ore and nova in each player's stockpile at the start of the game.
- **Population:** Select the maximum number of units each player can create. Seventy-five is the recommended number. Higher population limits require faster computers.
- **Game Speed:** Select how fast units move and how fast game time elapses. This affects all players.
- **Reveal Map:** Choose how much of the map is revealed at the game's start. For Normal, you will have to explore the map to reveal your opponents. For Explored, you will see the map, but must explore to find your opponents. For All Visible, you will see both the map and your opponents.
- **Initial Tech Level:** Choose which level all players will start at.
- **Victory:** Choose the victory condition required to win the game.
- **Team Together:** Selecting this option will allow teammates to be adjacent to each other when the game begins.
- **All Techs:** Select this option if you want all civilisations to lose their special abilities and be able to research all the technologies in the game.
- **Allow Cheats:** Select this option to allow all players to use cheat codes.
- **Lock Teams:** Select this option to keep players from switching to other teams. Locking teams without assigning computer players to separate teams will result in them allying.
- **Lock Speed:** Select this option to keep players from adjusting the game speed once the game begins.
- **Record Game:** Select this option to record your game. You can play it back later by loading the file.

## OPTIONS WHILE PLAYING A MULTIPLAYER GAME

### In-Game Chat

Chatting while in-game can be an important part of the multiplayer experience. You may need to ask your allies for supplies, offer backup, or formulate attack and defence strategies. The Chat window is the perfect tool for this.

The quickest way to chat while in-game is to press the **ENTER** key on your keyboard. A small window will appear. Type in your comment. Hitting **ENTER** again will send your message to the other players. You will see your comment, as well as the comments from other players, appear in the upper-left side of the screen. There are

several hot keys that let you select who will receive your message. Press the hot key first, followed by your comment:



Send a message to everyone



Send a message to teammates



Send a message to enemies

For more complex chatting, click on the Chat menu, which is found among the menu buttons on the far lower right of the screen. The Chat menu icon shows a person speaking a bubble of dialogue. The Chat menu allows you to send messages to specific players, scroll through recent chat that has occurred in the game, and use various taunts and commands to tease players and even get resources and backup from allies. To send a message, type your comment onto the Chat line and click Send. To send a Taunt or Command, you need only type its corresponding number and click Send.

To disable chatting in the game, simply unhighlight the checkbox next to all player names in the Chat window. Close the Chat menu by clicking on Close.

### **Saving a Multiplayer Game**

There are several ways to save a multiplayer game. Click on the Menu button on the far lower right of the screen. A window will open, giving you a variety of options.

- **Save:** To save a game and continue play, click Save. The Save Game window will open. You will see a default title for the game you are saving—generally Multiplayer Save, followed by the date and time of the save. You may rename the game if you choose. Click OK and the game will be saved. You will then be returned to the game.
- **Save and Exit:** To save a game and quit, click Save and Exit. You will see a default title for the game. You may rename it if you wish. Click OK, and then a Save and Exit window will appear. All players must vote here to either Continue Game, Save and Exit, or Wait for other players to vote before deciding.
- **Deleting Saved Games:** You can also delete saved games from the Save Game menu. Simply click on the game you want to delete and press Delete. Click Cancel if you do not wish to Save or Delete a game. You will return to the game.
- **Save Chapter:** If you chose to record your game during setup, you can select Save Chapter. This allows you to skip to different chapters during the playback of the game. Click on Save Chapter; a message will appear on the screen, alerting players that a chapter is being saved. The game will then continue.

### **Quitting a Multiplayer Game**

To exit the game while playing, click on the Menu button on the far lower right of the screen. Click Quit Current Game. A confirmation message will appear, asking if you're sure you want to quit. Click Yes if you are. This will bring you to the Achievements screen, where you can see how you scored compared to the other players.



## **Restoring a Multiplayer Game**

### **Hosting a Restored Game**

If you previously saved a multiplayer game, you can restore it and continue play. If you would like to host the restored game, click on Multiplayer on the game's Main Menu. Be sure to select the connection type you want to use. Click on Restore. The Saved Game menu will open. Select the saved game you wish to restore and click OK. This will bring you to the Multiplayer Game screen.

### **Joining a Restored Game**

If you wish to join a restored game another player is hosting, click on Multiplayer on the game's Main Menu. Be sure to select the connection type you want to use. The restored game will appear under Show Games. Click Join. The Multiplayer Game screen will open.

**NOTE:** The Restore option will not be available if you do not have any saved games.

## APPENDIX

### CIVILISATION ATTRIBUTES

#### Galactic Empire

<b>Bonus</b>	Heavy Mechs are 5 percent less expensive than other civilisations'.
<b>Disadvantages</b>	Aircraft take 5 percent longer to build and are 5 percent more expensive than other civilisations'.

#### Unique Upgrades

<b>Walker Research</b>	AT-AT minimum range is decreased. Found in the Mech Factory.
<b>Altered Bargains</b>	There is no resource trading fee. Found in the Spaceport.

Strengths	Weaknesses
Mechs	Sea
Heavy Weapons	Air
Sith	
Troops	

#### Gungans

<b>Bonus</b>	Gungans can build underwater Prefab Shelters. Medics can heal most military units.
<b>Disadvantages</b>	Aircraft take 5 percent longer to build and are 5 percent more expensive than other civilisations'.

#### Unique Upgrades

<b>FarSeeln Binoculars</b>	Troop Centre units (except Mounted Troopers) gain +2 range and line of sight. Found in the Troop Centre.
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<b>Gungan Creature Armor</b>	Mechs gain +10 percent hit points. Found in the Mech Factory.
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<b>Creature Training</b>	Pummel is two times as effective against Walls, Mobile Anti-Air is more effective against air; artillery is more effective against buildings. Found in the Heavy Weapons Factory.
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<b>Faster Growth Chambers</b>	Ships can now be built 20 percent faster and cost 20 percent less. Found in the War Centre.
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Strengths	Weaknesses
Sea	Air
Mechs	Jedi
Heavy Weapons	
Troops	

#### Wookiees

<b>Bonus</b>	Carbon collecting in Tech 3 and above is 5 percent faster.
<b>Disadvantages</b>	None.

#### Unique Upgrades

<b>Wookiee Ingenuity</b>	Mech Factory units cost 15 percent less to build. Found in the Mech Factory.
<b>Berserker Jet Packs</b>	Berserkers gain 10 percent speed. Found in the Fortress.

<b>Self Regeneration</b>	All biological units (except workers) regenerate health automatically and all Troop Centre units gain +30 hit points and +2 Dura Armour. Found in the Command Centre.
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<b>Forest Vision</b>	All Heavy Weapons units (except Pummels) gain +2 attack range and line of sight. Found in the Heavy Weapons Factory.
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Strengths	Weaknesses
Troops	Mechs
Air	Jedi
Heavy Weapons	Sea



### Royal Naboo

**Bonus** Nova is collected 10 percent faster than other civilisations.

**Disadvantages** None.

#### Unique Upgrades

**Shielding** Royal Crusader has shielding. Found in the Fortress.

**Taxation** All Military units cost 10 percent less. Found in the Fortress.

**Battle Armor** Fortress units have 25 percent more hit points. Found in the Fortress.

**Advanced Engines** Aircraft gain 10 percent speed. Found in the Air Base.

#### Strengths

Air

Jedi

Sea

#### Weaknesses

Troops

Mechs

Heavy Weapons

### Trade Federation

**Bonus** The Trade Federation does not need to build Prefab Shelters.

**Disadvantages** Carbon collection is 20 percent slower than other civilisations'. Start with 25 less carbon than other civilisations.

#### Unique Upgrades

**Fusion Extractor** Ore collectors work 50 percent faster. Found in the Ore Processing Plant.

**Neimoidian** All buildings cost 5 percent less to build. Found in the Spaceport.

#### Endorsement

**Market Insider** All research costs 10 percent less. Found in the Spaceport.

#### Trading

**Market Control** There is no resource trading fee. Found in the Spaceport.

#### Strengths

Mechs

Heavy Weapons

Sea

#### Weaknesses

Air

Troops

Sith

### Rebel Alliance

**Bonus** The carry capacity of farm droids is 5 percent greater than other civilisations'.

**Disadvantages** None.

#### Unique Upgrades

**Tougher Armor** All Troop Centre units gain +20 hit points. Found in the War Centre. Requires Lighter Armor (also found in the War Centre).

#### Strengths

Air

Troops

Jedi

#### Weaknesses

Heavy Weapons

Mechs

Sea

## CIVILISATION RANKING FOR UNIT TYPES

**Rank Breakdown:** [1 is most effective; 5 is least effective]

Air		Mechs		Heavy Weapons	
Royal Naboo	1	Trade Federation	1	Trade Federation	1
Rebel Alliance	1	Galactic Empire	1	Galactic Empire	1
Wookiees	2	Gungans	2	Gungans	2
Galactic Empire	4	Wookiees	3	Wookiees	3
Gungans	4	Rebel Alliance	5	Rebel Alliance	5
Trade Federation	5	Royal Naboo	5	Royal Naboo	5

Jedi/Sith		Sea		Troops	
Rebel Alliance	3	Gungans	1	Wookiees	1
Royal Naboo	2	Trade Federation	2	Rebel Alliance	2
Galactic Empire	3	Royal Naboo	2	Gungans	3
Trade Federation	4	Rebel Alliance	4	Galactic Empire	3
Gungans	5	Wookiees	4	Trade Federation	3
Wookiees	5	Galactic Empire	5	Royal Naboo	4

## UNIT STRENGTHS AND WEAKNESSES

### Troops

If you are attacked by	Counter with	But not with
Laser Troopers	Laser Troopers, Strike Mechs, Fighters, Jedi, Mounted Troopers, Artillery, Bounty Hunters	Bombers
Anti-Air Troopers	Laser Troopers, Strike Mechs, Mounted Troopers, Artillery, Bounty Hunters, Jedi	Bombers, Fighters
Mounted Troopers	Laser Troopers, Strike Mechs, Mounted Troopers, Fighters, Bounty Hunters, Jedi	Bombers, Artillery, Assault Mechs
Grenade Troopers	Laser Troopers, Mounted Troopers, Fighters, Artillery, Bounty Hunters, Jedi	Bombers, Mechs

### Mechs

If you are attacked by	Counter with	But not with
Strike Mechs	Mech Destroyers, Grenade Troopers	Laser Troopers, Mounted Troopers
Mech Destroyers	Mech Destroyers, Grenade Troopers, Mounted Troopers	Laser Troopers, Strike Mechs
Assault Mechs	Mech Destroyers, Grenade Troopers, Mounted Troopers, Bombers, Jedi	Laser Troopers, Strike Mechs

### Air

If you are attacked by	Counter with	But not with
Fighters	Anti-Air Troopers or Mobiles, Fighters	Bombers
Bombers	Anti-Air Troopers or Mobiles, Fighters	Bombers



## Heavy Weapons

If you are attacked by	Counter with	But not with
Pummels	Mounted Troopers, Bombers, Mech Destroyers	Laser Troopers, Strike Mechs, Artillery
Artillery	Mounted Troopers, Bombers, Assault Mechs	Laser Troopers, Strike Mechs
Anti-Air Artillery	Mounted Troopers, Mech Destroyers, Artillery	Laser Troopers, Strike Mechs, Fighters

## Jedi

If you are attacked by	Counter with	But not with
Padawans, Knights, Masters	Bounty Hunters	Fighters, Mounted Troopers, Artillery

## Unique Units

If you are attacked by	Counter with	But not with
Trade Federation Destroyer Droids	Assault Mechs, Grenade Troopers, Fighters	Laser or Mounted Troopers
Wookiee Berserkers	Strike Mechs, Assault Mechs, Fighters	Artillery, Mech Destroyers
Rebel Airpeeders	Anti-Air Mobiles and Troopers, Fighters	Non-Anti-Air Units
Naboo Royal Knights	Laser Troopers, Strike Mechs, Assault Mechs, Destroyers, Artillery	Grenade Troopers, Mech
Galactic Empire Dark Troopers	Strike Mechs, Assault Mechs, Fighters	Laser or Mounted Troopers, Artillery
Gungan Shield Generators	Grenade Troopers, Strike Mechs	Laser Troopers

## Ships

If you are attacked by	Counter with	But not with
Frigates	Destroyers, Frigates, Laser Troopers, Artillery	Cruisers
Destroyers	Destroyers, Artillery, Laser Troopers, Bombers	Cruisers, Fighters
Anti-Air Destroyers	Destroyers, Frigates, Artillery	Fighters
Cruisers	Destroyers, Laser Troopers, Bombers	Artillery, Fighters

## Fortress Units

If you are attacked by	Counter with	But not with
Cannons	Mounted Troopers, Strike Mechs, Mech Destroyers, Artillery, Bombers, Fighters	Laser Troopers
Bounty Hunters	Strike Mechs, Fighters, Laser Troopers	Mounted or Grenade Troopers, Jedi, Artillery, Bombers

## TIPS FOR EFFECTIVE COMMAND

Here are some general tips for aspiring commanders.

- Early in the game, food and carbon are the most important resources. In Tech Level 1, use food to build more workers. Use carbon to build a few houses and three buildings needed to advance to Tech Level 2.
- You should have 10 or more workers busy at all times.
- Take advantage of "free" food (food sources that do not require carbon) before moving to Farms. Hunting, gathering and fishing are excellent ways to stockpile free food. Hunt nearby falumpasets, dewbacks, rontos, eopies, mynocks, cu-pas, and kaadus. Gather food from muja fruit bushes. Fish from the shore. Building your Food Processing Centre close to a food source will speed up food production. The Food Processing Centre is also necessary to build Farms.
- When gathering resources throughout the game, build Processing Centres next to sources of carbon, ore and nova.
- To advance to Tech Level 2, build a Food Processing Centre, a Troop Centre and a Power Core. As you are researching Tech Level 2, an Animal Nursery is another good structure to build. Not only does it house nerfs and banthas, giving you a steady stream of food, but it allows you to build Mounted Troopers in your Troop Centre.
- Create many workers. By the time you reach post-Tech Level 4, you generally want half of your population to be workers.
- Set way points for your Scout in order to explore the map for more resources and to locate enemy bases.
- During Tech Level 2, begin putting more workers on nova and ore. You will need 200 nova to advance to Tech Level 3. Always keep workers on food and carbon, as well.
- When you reach Tech Level 2, think of using 100 ore to build a Turret near one of your Processing Centres to protect your workers.
- When you have exhausted your supply of free food, build Farms or AquaHarvesters. Queue up multiple Farms in your Food Processing Centre so you won't have to constantly reseed them when they are depleted. You can also click queued up Farms to remove them, thus getting back 50 carbon per Farm.
- Build Farms as close to your Command Centre as possible. This allows food to be dropped off quickly, and if an enemy invades, workers can quickly enter the Command Centre and fire on the invaders.
- Throughout the game, check to see if the Idle Worker button is flashing red, or press the **PERIOD** key to cycle through idle workers. Immediately put them back to work.
- Build multiple Command Centres near resources across the map, and extramilitary production centres so you can build units faster and do research simultaneously.
- Use hot keys! You will be able to build buildings and units much faster. Use hot keys to group together command groups. Select a group of units, press **CTRL** and a number. You can then select that group by simply pressing the corresponding number.
- The specialty of a unit is often visible in its attack. Red lasers are usually anti-personnel, blue are usually anti-Mech, green glows and projectiles are anti-building.
- When playing the Gungans and using Fambaa Shield Generators, put the Fambaa and support units in a box formation. This will automatically put the Fambaa in the centre (most of the time) and keep your units inside the shield. Make sure to put your units on Stand Ground so that they don't leave the shield's radius.
- Cannons and artillery can destroy trees. You can punch a hole through your opponent's trees and they will not get an attack message.
- If both you and your ally have Spaceports, you can click on your ally's Spaceport in order to find out how much nova it will give you if you trade with your ally.



- If you don't know your opponent's current Tech Level, scan the Chat message text using the **PAGE UP** and **PAGE DOWN** keys to find out which Tech Levels your enemies have upgraded to.
- Build Power Cores to provide energy to all buildings that need it. But take care, Power Cores are relatively easy to destroy. Use this knowledge to mount assaults to cripple the production of rival civilisations.
- At Tech Level 1, use your Scout to reveal as much of the terrain and as many points of interest as possible. Try to find easily defensible areas near your base early on, and build Walls and Turrets. Use caution with your Scout—if it's destroyed, you cannot rebuild it until Tech Level 2.
- Build a Fortress as soon as you reach Tech Level 3, and be sure to have enough ore to do so. The Fortress' powerful defensive capabilities and strong units can give you a serious advantage, especially if you gain access to them before your opponent does.
- Be sure to defend your base from Aircraft, which can attack most units from above. Build anti-air Troopers at Tech Level 2 to anticipate airborne foes, as Aircraft are not available until Tech Level 3. Your Fortress may also attack Aircraft.
- Consider placing all of your buildings as closely together as possible. Not only will this allow you to provide energy to all of them using just a few Power Cores, but as they finish construction, your workers will automatically assist other workers in the process of building. You may also find it easier to defend a concentrated base.
- Be sure to defend your base from stealth units. Bounty Hunters, Sentry Post structures and Scout Mechs are effective at sniffing out otherwise-undetectable units such as Jedi or Sith Knights. Bounty Hunters can also fight Jedi or Sith.
- Learn to assign your units to control groups. (See Setting Control Groups on page 24.) For best results, group similar types of units together. For instance, since a group will only travel as fast as its slowest unit, it may be wasteful to group very fast and very slow units together.
- Manage your resources carefully between production, research, and defence. Upgraded units tend to be far more effective than units without upgrades—but you need to deploy units in force for the effects of upgrades to be noticeable.

## REPAIRING AND HEALING UNITS

### Repairing Buildings and Mechanical Units

Workers can be used to repair most mechanical units and buildings. With a worker selected, click on the Repair button in the bottom-left box of Commands (or hit the Repair hot key R). Next click on the unit or building you would like to repair. The worker will move to the unit and begin fixing it. The more damaged the unit, the longer the repair takes.

Repairing units and buildings requires resources. As the worker is repairing, you will notice some resources being consumed. The more damaged a building or unit, the more resources will be required for its repair.

**Units that workers can repair include the following:**

- Mech Factory units
- Heavy Weapon units
- Command Centre units
- Air Base units
- Shipyard units
- Mechanical Fortress units such as Cannon, Destroyer Droids, Airspeeders, Dark Troopers
- All buildings

### Healing Biological Units

#### Medics

Medics heal biological units. If an injured unit is near a medic, the medic will automatically begin healing the unit. If a group of injured units are near a medic, the medic will move to the next injured unit as soon as it finishes healing the first one. However, if a medic is some distance away from an injured unit, the unit will not benefit from this automatic healing process. Instead, you must select the medic and click the Heal button in the lower left-hand box of Commands (or type the hot key E). Then click on the unit to be healed. The medic will move to the injured unit and begin healing it. The more injured a unit is, the longer the healing process will take.

**Units that Medics can heal include the following:**

- Troop Centre units
- Jedi Temple units
- Biological Fortress units including Royal Crusader, Fambaa Shield Generator, and Bounty Hunter

#### Garrisoning

You can also heal a unit by garrisoning it inside certain buildings. Once inside, the injured unit will slowly begin to heal. The three buildings that are capable of garrisoning units are the Command Centre, Fortress, and the Turret. However, only some units can garrison in each building:

#### Command Centres and Turrets:

- Workers and smaller units such as Trooper Units (except Mounted Troopers), Bounty Hunters, Jedi, Destroyer Droids

#### Fortresses:

- Workers, all Troop Centre Units, Bounty Hunters, Jedi, and some unique units including Berserkers, Destroyer Droids, and Royal Crusaders.

### The Special Case of the Gungans

Over the centuries, Gungans have developed a very unique technology founded on the use of organic materials; they are able to grow most of their military units. Therefore, what are mechanical units in other civilisations are actually biological units in the Gungan army. Because of this, medics are able to heal most Gungan military units. The only exceptions are some Heavy Weapons, Cannon, and Mech Factory units, which wear a great deal of armor, and require a worker to repair the armor when they are damaged in battle.



The units that Gungan Medics can heal include the following:

- Air units
- Pummels
- Biological Fortress units including the Fambaa Shield Generator and Bounty Hunter
- Shipyard units
- Troop Centre units
- Jedi Temple units
- Command Centre units

The units that Gungan workers can repair include the following:

- All Mech Factory units
- Artillery
- Anti-Air Mobiles
- Cannon
- All buildings

## SHORTCUTS AND HOT KEYS

**NOTE:** The visual layout of the Command menu to the bottom left of the screen directly corresponds to the left side of the keyboard. Also, an in-game list of key commands can be found in the Options menu.

### General Commands

To	Press
Cycle Through Last 5 Events	HOME key
Cycle Through Idle Workers	PERIOD ( . ) key
Cycle Through Idle Military Units	COMMA ( , ) key
Cycle Through Troop Centres, Mech Factories, or Air Bases	CTRL+A, CTRL+L, or CTRL+T
Cycle Through Resource Buildings	SLASH ( / ) key
Centre View on Selected Unit or Object	SPACEBAR
Assign Units to Groups	CTRL+1-9
Select Assigned Unit Groups	1-9
Select All Onscreen Units of One Type	Double-Click Unit
Deselect Unit or Building	ESC key or Left-Click Empty Space
Go to Command Centre	H key
Garrison Selected Units in Building	G or ALT+Right-Click Building
Delete Selected Unit or Building	DELETE key
Display Chat Message Window	ENTER key
Display Online Technology Tree	F2 key
Toggle Statistics	F4 key
Pause Game	F3 key
Save Game	F9 key
Slow Down Game Speed	Num Pad - key
Speed Up Game Speed	Num Pad + key
To	Select a Worker, Then
Build Economic Building	Press B, Then Building Hot Key
Build Military Building	Press V, Then Building Hot Key
Build Defensive Building	Press N, Then Building Hot Key

## Unit Commands

T	Attack Ground
C	Convert
N	Defensive Buildings
DELETE	Delete Unit
B	Economic Buildings
G	Garrison
Y	Heal
V	Military Buildings
P	Pack
R	Repair
I	Set Gather Point
S	Stop
L	Unload
U	Unpack

## Game Commands

ALT+D	Alliance
ALT+T	Chat Dialog
F11	Display Game Time
F4	Display Statistics
F2	Display Technology Tree
ALT+F	Flare
CTRL+A	Go to Air Base
CTRL+B	Go to Animal Nursery
CTRL+C	Go to Carbon Processing Centre
H or Extra Mouse Button 1	Go to Command Centre
CTRL+F	Go to Food Processing Centre
CTRL+D	Go to Fortress
CTRL+H	Go to Heavy Weapons Factory
CTRL+J	Go to Jedi/Sith Temple
HOME	Go to Last Notification
CTRL+M	Go to Mech Factory
COMMA	Go to Next Idle Military Unit
PERIOD	Go to Next Idle Worker
/ or Extra Mouse Button 2	Go to Next Resource Building
CTRL+N	Go to Nova Processing Centre
CTRL+O	Go to Ore Processing Centre
CTRL+R	Go to Research Centre
SPACEBAR	Go to Selected Object
CTRL+Y	Go to Shipyard
CTRL+S	Go to Spaceport
CTRL+T	Go to Troop Centre
CTRL+V	Go to Turret
CTRL+W	Go to War Centre
BACKSPACE or J	Jump to Gather Point
ALT+C	Mini-Map Combat Mode
ALT+R	Mini-Map Economic Mode
ALT+N	Mini-Map Normal Mode
ALT+O	Objectives
BACKSPACE	Return to Previous View



F10	Options
F3	Pause Game
PAGE UP	Review Chat Message Backward
PAGE DOWN	Review Chat Message Forward
F9	Save Chapter
F12	Save Game
ENTER	Send Chat Message
ENTER and SEMICOLON	Chat to Team
ENTER and !	Chat to Enemies
ENTER and *	Chat to Everyone
- (Number Pad)	Slow Down Game
+ (Number Pad)	Speed Up Game
ALT+G	Toggle Friend or Foe Colours
ALT+M	Toggle Mini-Map Terrain

### Scroll Commands

↓	Scroll Down
←	Scroll Left
→	Scroll Right
↑	Scroll Up

### Build

X	Air Base
R	Animal Nursery
G	AquaHarvester
S	Carbon Processing Centre
V	Command Centre
E	Farm
W	Food Processing Centre
V	Fortress
D	Gate
Z	Heavy Weapons Factory
S	Jedi/Sith Temple
A	Light Wall
A	Mech Factory
E	Missile Turret
T	Monument
B	More Buildings
F	Nova Processing Centre
D	Ore Processing Centre
A	Power Core
Q	Prefab Shelter
C	Research Centre
Q	Sentry Post
Z	Shield Generator
W	Shipyards
Z	Spaceport
Q	Troop Centre
W	Turret
S	Wall
X	War Centre

### Air Base

A	Fighter
S	Bomber
D	Transport

### Command Centre

B	Activate Alert Beacon
W	Go Back to Work
A	Worker
S	Medic
D	Probot

### Food Processing Centre

F	Queue Farm
---	------------

### Shipyards

D	Anti-Air Destroyer (Heavy)
F	Cruiser (Advanced)
S	Destroyer (Heavy)
A	Frigate (Light, Advanced)
W	Transport (Armoured)
Q	Utility Trawler

### Troop Centre

S	Anti-Air Trooper (Heavy)
F	Grenade Trooper
D	Mounted Trooper (Heavy, Advanced)
A	Trooper (Recruit, Heavy, Repeater)

### Mech Factory

F	Assault Mech. (Heavy, Advanced)
D	Mech Destroyer (Heavy, Advanced)
A	Scout (Advanced)
S	Strike Mech. (Heavy)

### Heavy Weapons Factory

D	Anti-Air Mobile (Heavy)
S	Artillery (Heavy, Advanced)
A	Pummel (Heavy)

### Jedi/Sith Temple

S	Padawan/Knight
A	Master

### Spaceport

F	Cargo Ship
---	------------



### Military Units

A	Aggressive
W	Box
D	Defensive
F	Flank
Y	Follow
X	Guard
Q	Line
O	No Attack
Z	Patrol
I	Staggered
M	Stand Ground

### Fortress

F	Bounty Hunter
S	Cannon
A	Unique Unit

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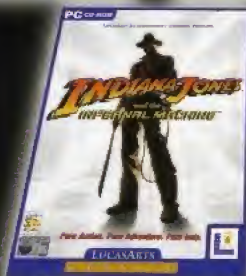






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